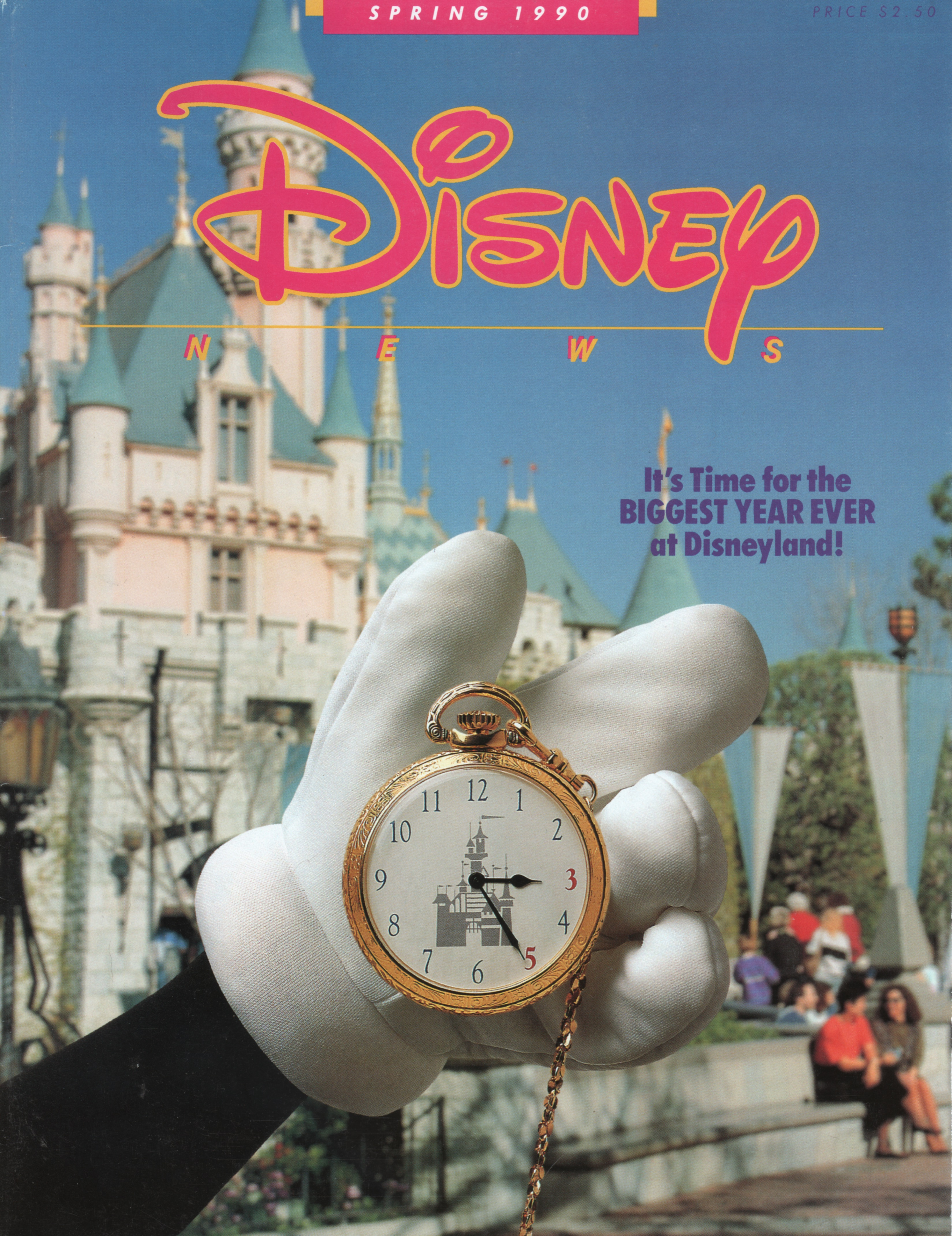
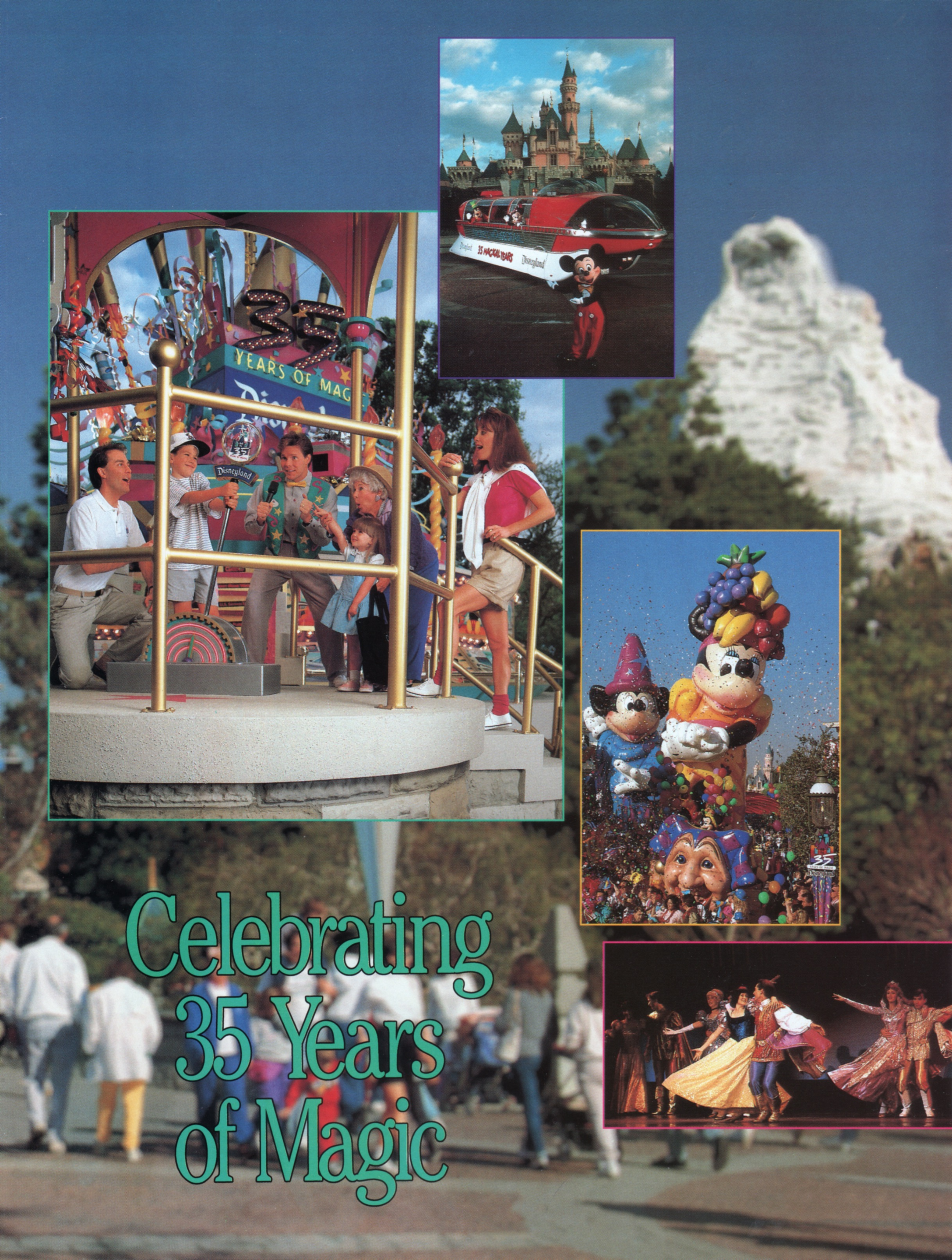
SPRING 1990

PRICE $2.50

DISNEY NEWS



It's Time for the
BIGGEST YEAR EVER
at Disneyland!


35
YEARS OF MAGIC
Disneyland
Disneyland
35 MAGICAL YEARS
Disneyland

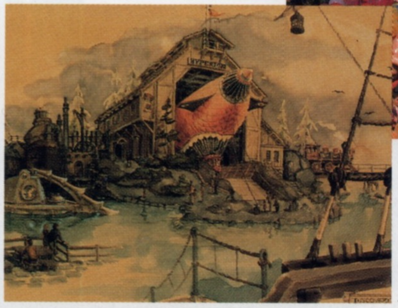
Celebrating 35 Years of Magic

TABLE OF CONTENTS

DISNEY NEWS

ON THE COVER: According to Mickey's watch it's time to celebrate in a *big* way. (Background and inset photography: Wayne Williams; Studio work: Jim Porter.)

Come out and join the biggest party ever — at Disneyland!



A new exhibit opens at the Disney Gallery.

COVER STORY

A Really Big Year at Disneyland
By Angela Rocco DeCarlo
Disneyland puts on its biggest show, its biggest giveaway, its biggest party ever. 6

SPECIAL FEATURE

The Disneyland That Never Was
By Ryan Harmon
What happens to unused Imagineering concepts? They become works of art! 12

FEATURES

Star Tours: The Movie
By Anne Okey
Movie magic blasts off for the Moon of Endor. 16

Person of the Century
By Anne Okey
Disney launches decade-long search. 18

Mickey and L'Affaire Française
By Angela Rocco DeCarlo
First in a multi-part series on the development of Euro Disneyland. 29

Voyage to '39
By Leonard Shannon
The majestic Queen Mary puts on a party to the past. 34

From Cartoons to Comics
By Jim Fanning
50 years of Disney comic books — and they're just getting better. 37

Resorting to Disney Fun
By Bobbi Dorsch
Eight Disney resorts — and more on the way. 41

RECESS

Typhoon Lagoon: An Underwater Adventure
By Max and Dawn Navarro
Scuba diving, skin diving, and underwater photography at Typhoon Lagoon. 20

SUITABLE FOR FRAMING

From Orange Groves to Theme Park
When Disneyland Executive Vice President Ron Dominguez says he grew up in Disneyland, he means it! **Center**

REMEMBERING WALT

Creating Happiness for Walt: Dick Nunis
By Anne Okey
Now President of Walt Disney Attractions, Dick Nunis recalls when Walt was king of the Jungle (Cruise). 27

DISNEY DINING

'50s Prime Time Cafe
By Max and Dawn Navarro
Peanut butter and jelly — in a shake!! 44

WHAT'S NEW

Editor's Notes
There's a lot of nostalgia going around these days. 2

Letters to the Editor
Correcting the "Legends;" a trio of inspirations for "The Little Mermaid." 4

Theme Parks
A new shop for Disneyland; Muppets on their way to Walt Disney World; Minnie mugs for new Disney Dollars. 46

Projections
"Dick Tracy" prepares for a June premiere; Richard Gere and Alan Alda star for Touchstone; Home Video has a "Honey" of a new release. 48

CREDITS

Vol. 25, No.2
March, April, May 1990
Publisher—*Bob Baldwin*
Editor—*Anne Okey*
Consulting Editor—*Nick Paccione*
Art Direction—*Korobkin & Associates, Inc.*
Designer—*Kimberly Schultz*

Print Production—*Alan Lobel*
Advertising Manager—*Adrian Gallegos*
Business Manager—*Lisa Hiatt*
Circulation Manager—*Kitty Comer*
Editorial Assistant—*Kathy Helgason*
Contributors—*Walt Disney World Photography, Disneyland Photography, Hugh Dunnahoe, Wayne Sakimoto*

DISNEY NEWS is published four times yearly by Walt Disney's Magic Kingdom Club, a division of Buena Vista Pictures Distribution, Inc. All rights reserved. Reprint of material only upon written approval of the copyright owner, P.O. Box 4489, Anaheim, California 92803.

CHANGE OF ADDRESS

The Post Office will not forward copies, and we cannot send duplicates of copies that go astray. So please give us at least four weeks' notice when changing your address. Preferably send address label from back issue, but always include both old and new addresses and zip codes to DISNEY NEWS, P.O. Box 3310, Anaheim, California 92803.

SUBSCRIPTIONS

In the United States: $12.95 for two years (8 Issues). Canada and Mexico add $10.00. Other foreign addresses add $17.00. American Express, VISA, MasterCard accepted. Further subscription/renewal information, please write: DISNEY NEWS Subscriptions, P.O. Box 3310, Anaheim, CA 92803. Your subscription does not include a Magic Kingdom Club membership card. Contact your company's Personnel or Recreation Office to obtain a card.

Dates and times of special entertainment and other activities, offers and prices, subject to change without notice.

©The Walt Disney Company

FROM THE EDITOR

NOTES

The celebration of Disneyland's 35th Anniversary brings with it a sense of nostalgia for those early years when orange groves still surrounded the little Park and the Matterhorn was the tallest landmark you could see from the Santa Ana Freeway. But it also brings a sense of wonder at the legacy wrought by Walt's "great experiment."

This issue of *DISNEY NEWS* salutes both the past and the future.

Our cover story gives you the highlights of **A Really Big Year at Disneyland,** replete with gifts for Disneyland guests, a spectacular new parade, and sparkling entertainment.

We follow that with Ryan Harmon's account of a new exhibit at the Disney Gallery, **"The Disneyland That Never Was."** If you ever wondered what happened to ideas that didn't "happen," read this. (Then visit the exhibit!)

From there it's on to Walt Disney World Resort, the first of Disneyland's progeny, where **Star Tours** recently made its debut at the Disney-MGM Studios Theme Park. This time, the attraction features its very own village of roaming Ewoks.

Also just launched at Walt Disney World is the Epcot Poll **Person of the Century** survey. Slated to last the remainder of the decade with voting machines eventually established around the globe, this promises to be the most comprehensive survey yet conducted in the world.

The Disney Resorts Division is multiplying so quickly that we decided to include a round-up of *all* the Disney resorts — East and West — for those who may be contemplating a Disney vacation this year but may not be aware of the variety of accommodations available.

Further on you'll read about **Mickey and L'Affaire Française.** This first of an eight-part series on Euro Disneyland takes you from the decision to consider a European Park through the efforts of site selection to the contract signing.

Our "Remembering Walt" and "Suitable for Framing" departments both focus on the nostalgic Disneyland, featuring Dick Nunis, President of Walt Disney Attractions, and Ron Dominguez, Executive Vice President of Disneyland.

TOBACCONIST
TOBACC

Ron Dominguez (left), Van France (receiving his own Main Street window) and Dick Nunis remember some of Disneyland's earliest days.

Although not a "blood" relative of Disneyland, the Queen Mary in nearby Long Beach is also putting on a snazzy celebration centered on its past — and what a past! **Voyage to '39** by Leonard Shannon captures all the elegance and splendor of this Queen in her heyday.

One story that really brought the past home to me is Jim Fanning's **From Cartoons to Comics** about the past and future of Disney comic books. While reading this one, I relived a favorite bit of personal history: It's a Friday night sometime in the mid-'50s, my great-aunt Blanche roars up to our house in her blue 1949 Pontiac to whisk my brother Jack and I away for another weekend of childish luxury.

First, "cocktails" at Uncle Louie's Elk's Club, then dinner at a restaurant where everyone knows her name (and real coffee with dessert!), finally, the stop at the drugstore where Jack and I carefully select *ten* comics each — most of them Disney: Mickey Mouse, Donald Duck, Uncle Scrooge, Chip 'n' Dale. Later, snug under huge satin comforters, we begin the ritual — read and trade, read and trade. And the fabulous weekend begins.

Suddenly I feel that I really *need* a Disney comic. So, while I curl up with my comic, why don't you do the same with this issue of *DISNEY NEWS*?

A Minnie Masterpiece.

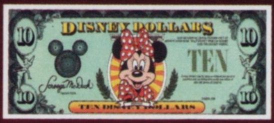
All-new! Disney Dollars $10 bill.

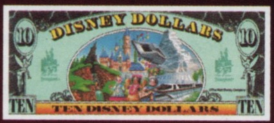
It's Minnie Mouse, making her debut in our new 1990 Series Disney Dollars. Crafted with a touch of magic, our new $10 bill showcases Minnie on the front and Disneyland on the back, with a special 35th anniversary logo.

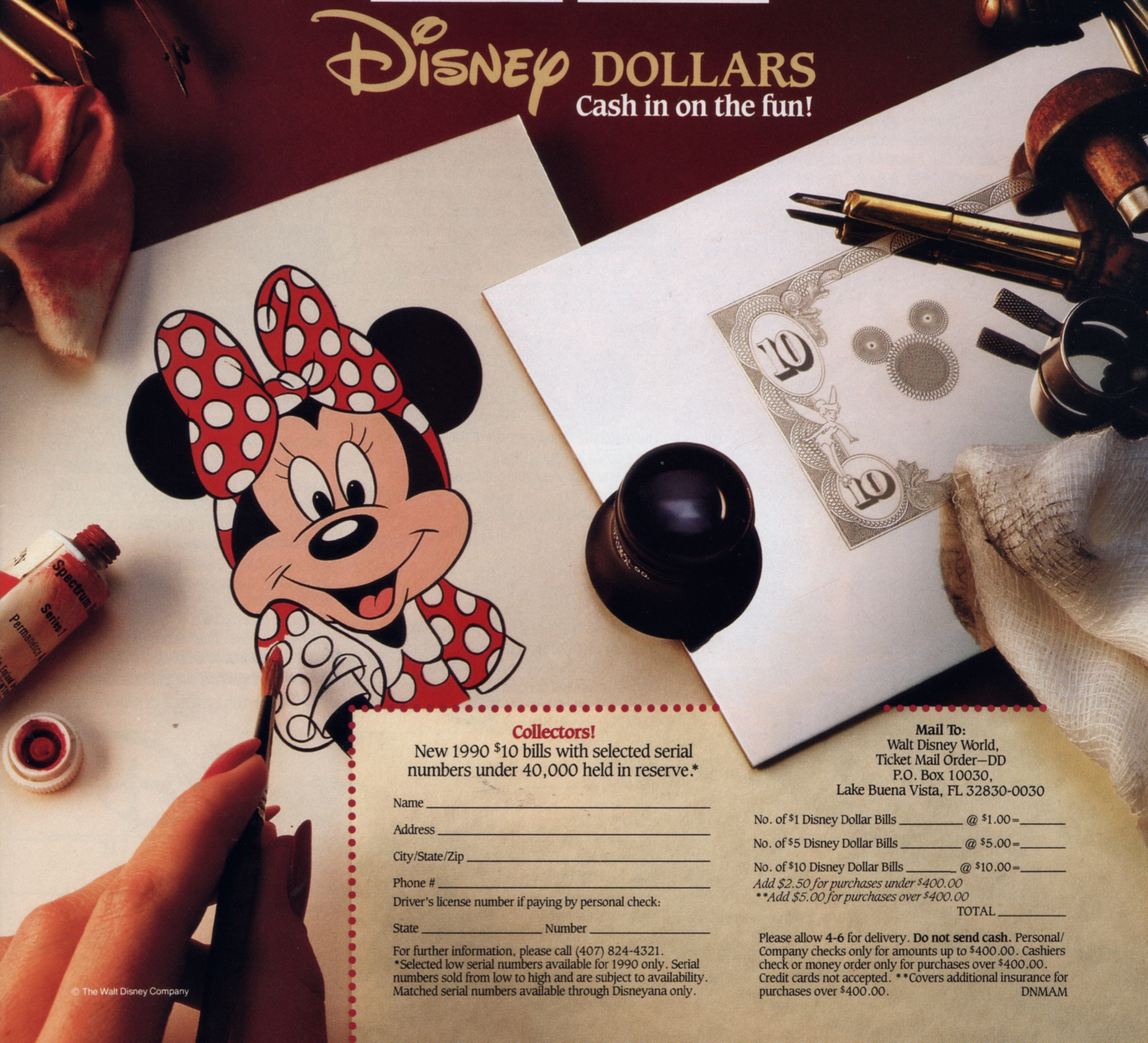
This colorful currency features Mickey, Goofy and Minnie in $1, $5 and $10 denominations. Disney Dollars add up to great fun when they're collected or treasured as souvenirs.

Of course, they can be used for purchases at Disneyland Park, the Disneyland Hotel, the Walt Disney World Resort and Disney Stores nationwide. Disney Dollars can be exchanged one-for-one for U.S. currency at any time.

Disney Dollars—a keepsake you'll treasure today, and for Minnie years to come. Send for the currency with character today!







Disney DOLLARS
Cash in on the fun!

Collectors!
New 1990 $10 bills with selected serial numbers under 40,000 held in reserve.*

Name ____________________

Address ____________________

City/State/Zip ____________________

Phone # ____________________

Driver's license number if paying by personal check:

State ____________ Number ____________

For further information, please call (407) 824-4321.
*Selected low serial numbers available for 1990 only. Serial numbers sold from low to high and are subject to availability. Matched serial numbers available through Disneyana only.

Mail To:
Walt Disney World,
Ticket Mail Order—DD
P.O. Box 10030,
Lake Buena Vista, FL 32830-0030

No. of $1 Disney Dollar Bills ________ @ $1.00 = ________

No. of $5 Disney Dollar Bills ________ @ $5.00 = ________

No. of $10 Disney Dollar Bills ________ @ $10.00 = ________

Add $2.50 for purchases under $400.00

***Add $5.00 for purchases over $400.00*

TOTAL ________

Please allow 4-6 for delivery. **Do not send cash.** Personal/Company checks only for amounts up to $400.00. Cashiers check or money order only for purchases over $400.00. Credit cards not accepted. **Covers additional insurance for purchases over $400.00.

DNMAM

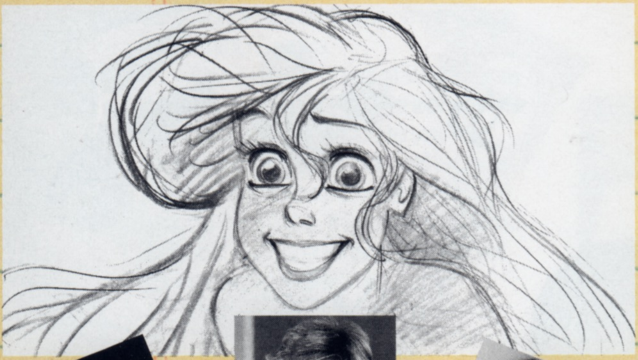
© The Walt Disney Company

We Get Letters

In your "A Cavalcade of Classics" (winter, 1989), you did not mention that ABC's "Who's the Boss" star Alyssa Milano was the inspiration for Ariel, the little mermaid.

Mr. Scott C. Presnal
Visalia, CA

Directing animator Glen Keane (one of the six animators who brought Ariel to life) acknowledged that Alyssa Milano did have some influence on Ariel. "Actually," he says, "there were several inspirations. Someone had brought in Alyssa's picture as a good 'look' for Ariel, so I had her picture on my wall. Then, my wife's picture was on my desk, she has that girl-next-door look, too. And finally, we had model Sherri Stoner acting out the narration of Jodi Benson, so a lot of Sherri's attitudes and expressions can be seen throughout the animation."



Alyssa Milano

Linda Keane

Sherri Stoner

To Linda Miller of Santa Fe Springs, CA, and Eddie G. Ramos, Simi Valley, CA:

You'll be happy to know that "The Jungle Book" *will be re-released next summer, in July, 1990. Take the family and enjoy!*

Last August I noticed *America Sings* (at Disneyland) is shut down. What is going to be done with the space?

I also spent a lot of time correcting people waiting in line who insisted that the innards of *Splash Mountain* was composed of refugee *Audio-Animatronics* characters from *America Sings*. I insisted *Splash Mountain* was completely new. I was right, wasn't I?

Joseph Pillsbury
Maplewood, MN

America Sings *presented its last show in early 1988 and, although I hate to burst your bubble, most of the characters did move over to* Splash Mountain. *Show Producer Bruce Gordon likens it to an acting troupe that closes one show and then moves on to a new challenge.*

As for the new show for the America Sings *building, plans are still "in development." We'll let you know more as information becomes available.*

Today I received my eighth issue of DISNEY NEWS. The magazine is really good and very interesting. I have only a few questions:

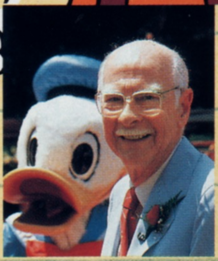
When will you run the feature on Euro Disneyland?

What about buying old issues?

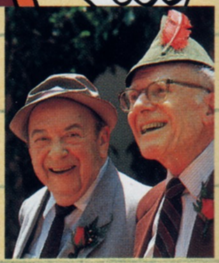
Robert Langer
Ellwangen, Germany

You will be pleased to see that our first article on Euro Disneyland appears in this issue. "First" article because we have decided that the story is so big and complex that it deserves a series. We are planning to run an article about a different aspect of the project in each issue of the magazine until opening day in spring 1992. We have started the series with a brief overview of the project and a history of how the Marne-la-Vallee site was selected.

As for back issues of DISNEY NEWS, unfortunately, we don't keep any on hand except for our archival copies. However, our 25th anniversary is coming up next winter and there is a chance that we will be making some of these available. Look for further information in our summer 1990 issue.



Ollie Johnston



Marc Davis and Frank Thomas

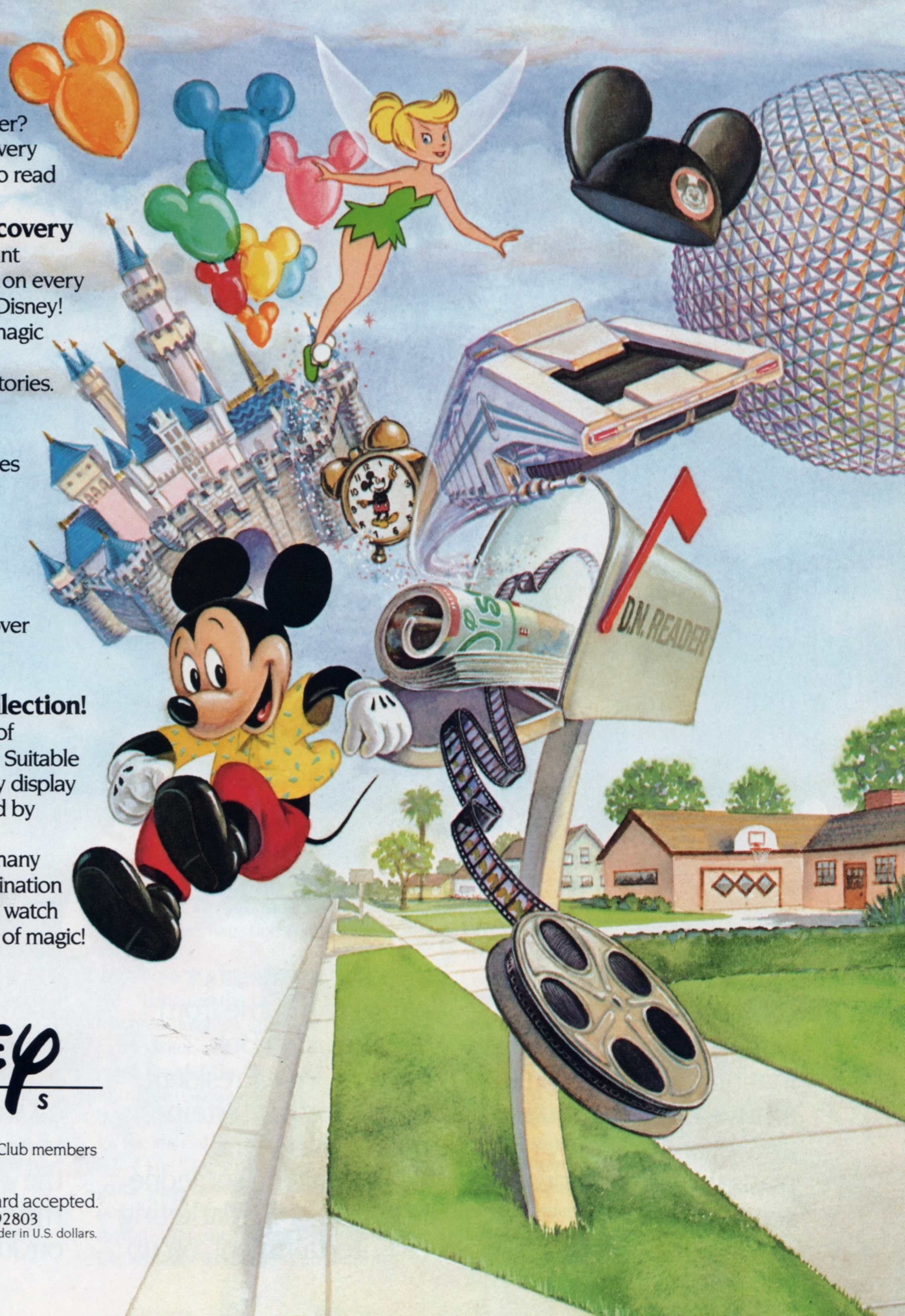
Somebody Goofed!

Our sincerest apologies to our miscaptioned "Disney Legends" Marc Davis and Ollie Johnston (winter 1989). Marc is pictured to the left of Frank Thomas (right); Ollie is by himself, with Donald Duck behind him.

And, much as we hate to admit it, we had yet another miscaptioned photo in the same issue. A photo on page 17 of "A Cavalcade of Classics" was mistakenly identified as Dr. Doom with Jessica and Eddie Valiant (Bob Hoskins). Actually it is a publicity set-up with Director Bob Zemeckis "explaining a shot" to Judge Doom and Jessica.

Readers,
Please address your questions, comments and suggestions to:
DISNEY NEWS
Letters to the Editor
P.O. Box 4489
Anaheim, CA 92803

Disney News Puts The Magic In Your Mailbox



How many magazines do you read word-for-word? Cover-to-cover? *Disney News* is one magazine that every member of your family will want to read straight through!

Cover To Cover Disney Discovery

Every issue is packed with brilliant photography and in-depth stories on every facet of the magic of the world of Disney!

See what it takes to create the magic of the Magic Kingdoms and Epcot Center through revealing feature stories.

Lights, Camera, Action!

You'll be the first to know what's coming up with Walt Disney Pictures and Touchstone Films. *Disney News* also tunes you in on the latest in television, too!

Extra! Extra!
Read all about it!

Special features and in-depth cover stories keep you in-the-know and raise your Disney I.Q.!

Plus, A Free Disney Art Collection!

Every regular subscriber's issue of *Disney News* features a magnificent, Suitable For Framing section. You'll proudly display these full-color creations produced by actual Disney artists.

So if the fun and fantasy of the many worlds of Disney makes your imagination soar, subscribe to *Disney News*. And watch your mailbox for regular deliveries of magic!

DISNEY
NEWS

A two-year subscription for Magic Kingdom Club members is only $12.95 (8 issues).

American Express, VISA, and MasterCard accepted.
Disney News, P.O. Box 3310, Anaheim, CA 92803
Outside the U.S., please submit International Money Order in U.S. dollars.

©1989 The Walt Disney Company

A Really Big Year

A Birthday and

By Angela Rocco DeCarlo

CITRUS
MARKET HOUS

There's an art to throwing a great party: it takes imagination, an inclination to amuse, and the intuition and resolve to carry out plans with a generous sense of style.

"In our Company the idea (for an event or party) can come from anyone," says Bob McTyre, Vice President, Marketing/Entertainment, Disneyland.

"It could be someone in a shop or in Marketing or Entertainment, on up to Disney Chairman, Michael Eisner. It just depends on the situation."

The inclination to start off the new decade with a year-long celebration to mark the 35th Anniversary of the opening of Disneyland on July 17, 1955, sprang up

at Disneyland®

Other Bashes

DUMBO
VIDEO
ALICE
DELTA
DELTA
GEO
BOND
35
YEARS OF MAGIC
Disneyland

At the Dream Machine lucky guests have the chance to win a birthday gift from Disneyland, including — once a day — a brand new GEO automobile.

spontaneously. It was a natural response to the overwhelming, positive reception of the Park's 1985 special celebration.

"There was a high degree of interest," says McTyre, regarding the 30th birthday party held for the Park in 1985. "At the time it was a record year for attendance. It wasn't long after that celebration had ended that we began to think about our 35th Anniversary."

Prizes, Parades and Shows

Throughout 1990 Disneyland visitors can look forward to a year-long birthday bash. There will be an endless array of spectacular entertainment, lavish decorations and, best of all, a delightful cornucopia of colorful gifts and prizes.

Of course, when the Magic Kingdom has a birthday it is the *guests* who receive the gifts. In this case, there are special prizes of GEO automobiles, over $1 million in United States Savings Bonds, Delta Air Lines tickets, Mickey Mouse wristwatches, Disney videos, and oversized plush Mickeys. In addition, there are commemorative Disney posters, coins and 12 different designs of commemorative pins — perfect for collectors.

"This is the biggest giveaway ever," says Dawn Cooper, Disneyland Marketing Coordinator.

There is a strong emphasis on this event being a celebration — a party, pure and simple. Well, considering the lavish festivities, perhaps not so simple.

A Dream of a Machine

"Each day the Disneyland 'Dream Machine' awards a 1990 GEO car to one lucky visitor," says Cooper. "As guests come through the turnstile at the Main Entrance they receive a commemorative ticket which indicates if they are eligible for the special 'Dream Machine' gifts."

"The 'Dream Machine' is based on a game show motif so that the guest must pull the lever to win," says Conwell Worthington, Manager, Project Development, Disneyland Marketing/Entertainment.

"For instance, say a woman receives a ticket for a major prize at the turnstile when she enters the Park. She does not know what she has won until she goes to the 'Dream Machine' and pulls the lever."

"When someone wins a GEO after pulling the lever on the 'Dream Machine,'" says Dawn Cooper, "the car emerges magically from below the surface of Main Street.

"Our Art Department designed the 'Dream Machine,'" she explained. The fantastical apparatus includes a subterranean hydraulic lift which enables the car to rise from below the street amid cascading confetti and a nexus of neon lights. It all makes for a splendid scene of unabashed festivity.

We Treat You Like A Big Cheese.

Fly Delta To Disneyland® Or Walt Disney World®.

You'll enjoy the best service in the sky. Delta has been ranked number one in passenger satisfaction among major U.S. airlines for 15 straight years according to the U.S. Department of Transportation.†

So if you're going to Disneyland or Walt Disney World, sample our service for yourself. You can fly Delta to Los Angeles or Orlando from cities all across America. And Magic Kingdom Club members can save 10% off the round-trip fare* from any Delta city in the continental U.S.

For details or reservations, contact the Magic Kingdom Club Travel Center.

If you're flying to Walt Disney World, call (800) 334-4017. If you're headed to Disneyland, call (714) 520-5020. And see how good it feels to be treated like a Big Cheese.

™ ®

DELTA

The Official Airline Of Disneyland® And Walt Disney World®.

---

*This discount does not apply to non-refundable individual inclusive tour, senior citizen, or vacation package fares and cannot be combined with any other promotional or discount offer. Delta Flight Attendant Dawan McPeak ©1989 The Walt Disney Company ©1989 Delta Air Lines, Inc.

†Based on consumer complaint statistics compiled by the U.S. Department of Transportation.

35
YEARS OF MAGIC
PARTY GRAS

(Top) Rededicating Disneyland, from left: Roy Disney, Michael Eisner, Ronald Reagan, Art Linkletter, Bob Cummings, Frank Wells. (Lower) Creating a BIG Parade.

Former President Ronald Reagan returned to Disneyland for the opening ceremonies of the 35th Anniversary. Following the rededication he served as Grand Marshal in the premiere performance of the Party Gras Parade.

A Big Parade for a Big Party

Let's not forget that crucial element in every Disney celebration — the parade. "Our Party Gras Balloon Parade features mammoth Disney characters—all designed and created here. Then there are gigantic push props—the kind you see at a Mardi Gras parade", says Conwell Worthington.

According to Clare Graham, Senior Managing Art Director, this *big* parade is a descendent of the Flights of Fantasy Parade created for Disneyland's 30th birthday. "We used a large, cold-air inflatable 'Fantasia Mickey' at the Main Entrance for Mickey's 60th birthday," says Graham. "Once the idea proved to be viable, we conjured up the idea of 'Disneyland Big,' using the inflatables."

In previous applications, the balloons measured 26 feet long by ten feet wide by 17.6 feet high. Today's behemoths, while still 26 feet long by ten feet wide, now stand a whopping 45 feet high.

Graham explains that the balloons, constructed by AeroStar (a subsidiary of Raven Industries, the company that produces hot-air balloons—including "Ear Force One"), consist of a vinyl envelope with a complex interior made up of intricate webbing which comprise the catenaries, or skeleton, of the balloon. "When it's inflated, a balloon will naturally round out," explains Graham, "unless there are strings on the inside, pulling the outside skin in where it needs to be. That's the job of the catenaries." Each vinyl envelope contains approximately 200 pounds of vinyl.

The balloons, mounted on motorized bases collapse for storage to a total height of 16 feet. Three of the figures, Donald, Pluto and Goofy, are on turntables which allow them to rotate 360 degrees as the parade parties through the Park.

"The parade is more participatory for our guests than anything we've ever done before," says Conwell Worthington. "Guests won't be just sitting on the curb watching the parade go by. At certain points the parade stops and actually becomes a show, complete with a grand finale. Visitors will become part of the show by accepting and using the rhythmic instruments offered.

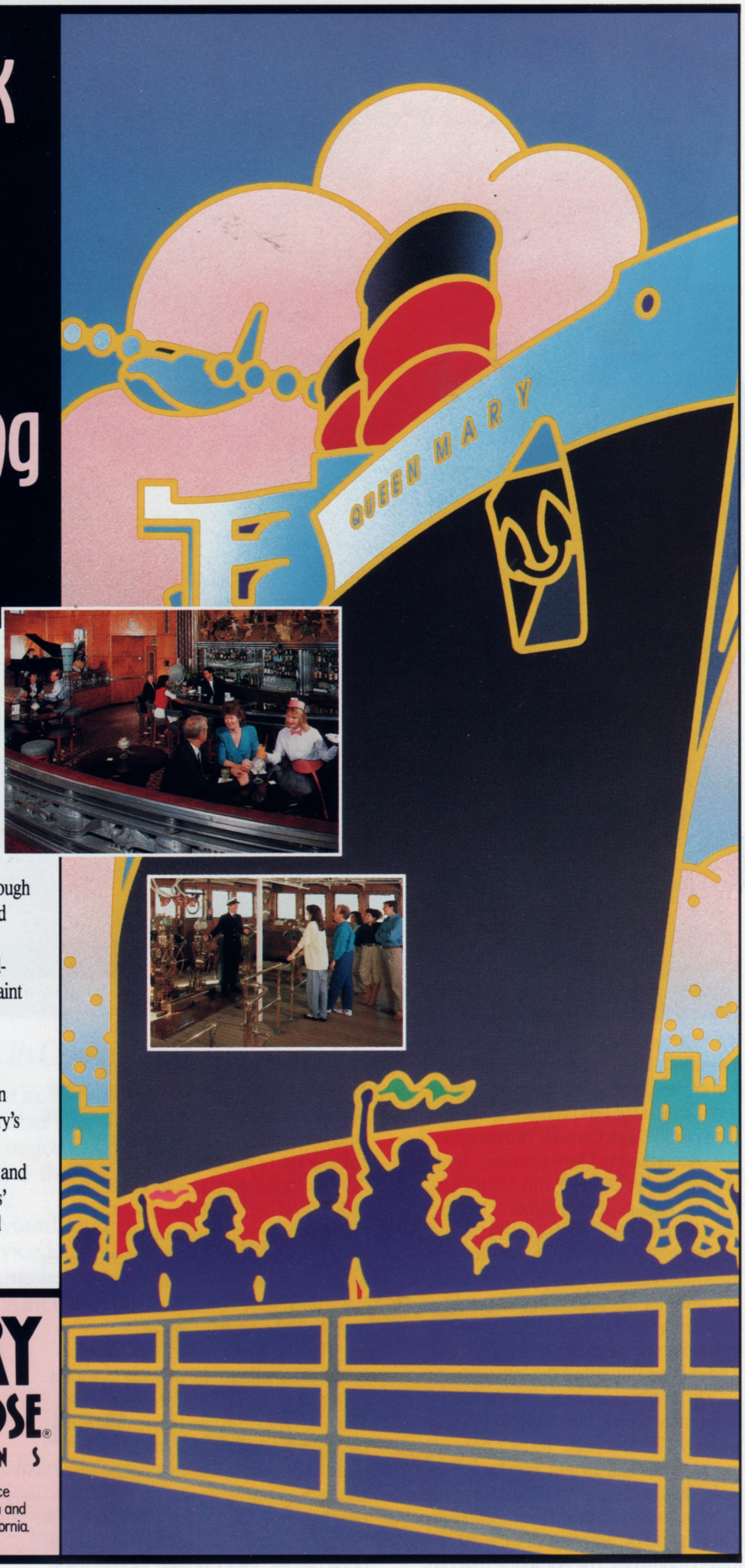
"The salsa/calypso beat of the music keeps people on their feet dancing. Before the year is out we hope to create the world's longest conga line."

A Year of Fun and More to Come

The celebration for Disneyland's 35th Anniversary began on the first day of the new decade with a Rose Parade pre-show and Rose Bowl half-time show themed to the anniversary.

Not wanting to wait until the official birthday on July 17, the excitement really got off the ground in mid-January with a coast-to-coast press event hosted by the

If You Think All We Are Is Big, You're Missing The Boat!



Proclaimed "the only way to cross," the Queen Mary played hostess to some of the world's most illustrious movie stars, dignitaries and royalty.

She remains the epitome of luxury, style and elegance.

Now, you too can book passage aboard the grandest ship ever to sail the seas.

Stroll along the Promenade Deck and through the opulent lounges just as Clark Gable, Fred Astaire and Winston Churchill once did.

Inspect the intricacies of her bridge, wheelhouse and massive engine room. Shop in quaint Londontowne and other exciting boutiques aboard ship.

Enjoy cocktails for two and a sumptuous dinner with a breathtaking harbor view. Then spend a night in one of the Hotel Queen Mary's exquisitely restored first-class staterooms.

Experience the luxury of the Queen Mary and the aeronautical wonders of Howard Hughes' Spruce Goose. It's sure to be a journey you'll never forget!

QUEEN MARY
& SPRUCE GOOSE®
ATTRACTIONS

OPEN DAILY RAIN OR SHINE, 10 a.m. to 6 p.m. (Box office open until 5 p.m.) Take the Long Beach Fwy. (710) South and follow the signs to the Queen Mary in Long Beach, California.

© 1989 WCO Port Properties, Ltd.

same three gentlemen who were on the scene 35 years ago: Ronald Reagan, Art Linkletter and Bob Cummings. At the same time, Disney Chairman Michael Eisner rededicated Disneyland.

For the duration of 1990 Videopolis has shed its image of teen night club and, instead, stages Broadway-like productions. Starting off the year is the original Disneyland musical "One Man's Dream." This fast-paced stage show illuminates Walt Disney's dreams—from Mickey Mouse to full-length features and on to Disneyland. "One Man's Dream" will be followed by a brand new production based on "Dick Tracy."

The actual date of the Park's birthday, July 17, will feature a giant birthday party in Town Square with special guests, including the original and new Mouseketeers. After the Party Gras Balloon Parade winds up on August 17, sports fans will welcome the first presentation of the Pigskin Classic at Anaheim Stadium. This NCAA-sanctioned West Coast pre-season football game will have its own constellation of tailgate parties, pep rallies, and community-based activities.

The Great American State Fair begins August 25 and continues to November 12. This is the time when guests will rub elbows with their governor and Miss America "state queen" as each state is honored on its special day.

The State Fair Games III, September 10 -12, bring together individuals from various cities to compete and win cash for a selected charity. The Games will be broadcast live from the Park.

During the fall months, too, a unique charity event will be staged at the Park when the well-known auction house, Sotheby's, conducts a Disneyland auction featuring pieces of the Park's history. Collectors will be able to bid on the "D" from the old Disneyland marquee, along with many other singularly unique pieces of memorabilia.

For all Disneyland aficionados 1990 will be a memorable year.

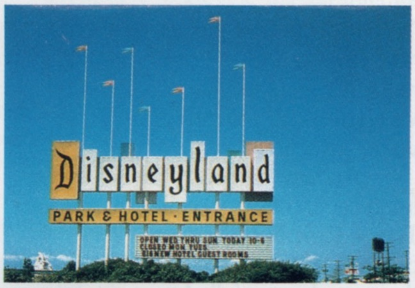
"This year is not just an anniversary," says Bob McTyre. "We're taking the high-energy approach to the celebration. We want guests to get involved in this celebration—in the excitement of it all; the prizes, the parade, the shows. We simply want to make this extended party fun for our guests.

"After all, Disneyland has always been a great place to go. This year will be even more special.

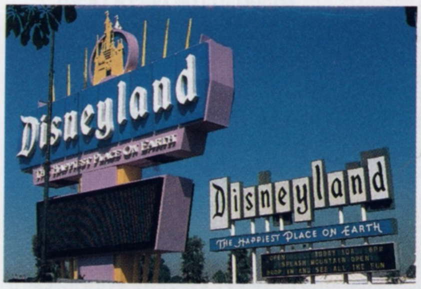
"I guess the concept of 'big' sums up this year's party—it is 'Disneyland Big!'"

The Disneyland Marquee

By John McClintock



The original marquee was updated in the mid-'60s with the addition of a red and white message board.



Last fall Disneyland visitors were greeted twice, until the old marquee officially retired on October 6.

For 35 years, Harbor Boulevard in Anaheim, California, has been the traveler's gateway to Disneyland. True, most folks motoring toward Walt Disney's original Magic Kingdom have known they were close when they spotted Matterhorn Mountain on the horizon, but the thrill of actually having reached the destination didn't come until they saw the towering Disneyland marquee at the Park's Harbor Boulevard entrance. Today, that welcoming sign is more dazzling than ever — a Disneyland show in itself featuring ever-changing displays of words, pictures and special effects on a 15,000-bulb computerized message board.

It's a Disneyland marquee for the age of high-tech, the "Star Tours" era.

This new, state-of-the-art marquee has taken the place of the fluorescent sign which stood on Harbor Boulevard for over 30 years. Still, like so much else in Disneyland's 35-year history, the old marquee inspires many sentimental memories. In fact, among guests and Disneyland veterans alike, the old marquee is the *only* Disneyland sign anyone can remember.

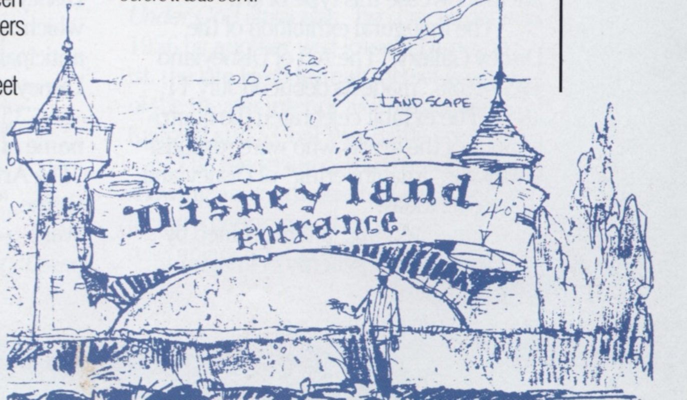
Plans and building permits of the period show that the old marquee was built in 1958, and no one seems to recall what kind of sign was on Harbor Boulevard from Opening Day in 1955 to the arrival of the '58 structure. A sketch created by Herb Ryman during Disneyland's 1954 planning stages shows a proposed entrance sign inspired by the turrets of Sleeping Beauty Castle, but apparently this fanciful portal to the Magic Kingdom was never actually built. Bill Cottrell, then Vice President of WED (now Walt Disney Imagineering), recalls, "We were so anxious just to get the Park opened that I don't think we had the time, or probably the funds, to put much of a display out on Harbor."

By 1957 planning had begun for what most guests would come to think of as "The Disneyland Sign" — the one that stood on Harbor Boulevard from 1958 until the brand new marquee lit up on October 6, 1989. The earliest drawings of the 1958 structure show the familiar Disneyland lettering mounted on poles above a long narrow sign with the words "Park & Hotel — Entrance." By the mid-'60s, a message board had been added so that Park hours and the names of guest entertainers could be announced, movie marquee-style, with changeable red plastic letters mounted on a white background. In the 1970s, the "Park & Hotel" message was replaced by the familiar Disneyland motto "The Happiest Place on Earth," and the message board had been upgraded to a black box on which the letters could be changed mechanically.

The new marquee stands over 67 feet high, a full 50% taller than its predecessor. It is topped by an 18-foot-tall replica of Sleeping Beauty Castle and an array of colorful banners. (The banners, incidentally, are sort of a tribute to the 1958 marquee — an original drawing for that sign featured banners in similar arrangement. They were either eliminated before construction, removed in the sign's early years or, perhaps, blown away by Southern California's notorious Santa Ana winds.)

Meanwhile, the new marquee's historic predecessor, a Harbor Boulevard landmark for over 30 years, has not completely vanished. Its "Disneyland" letters and "The Happiest Place on Earth" message have been preserved for possible museum display during Disneyland's 35th Anniversary year. And one of the 11-and-a-half-foot-tall "Ds" will be a prime catalogue item when Disneyland holds its special Anniversary celebration charity auction next fall .

This fanciful portal to the Magic Kingdom envisioned by Herb Ryman was banished before it was born.



The Disneyland That Never Was

Art That Predicts History at the Disney Gallery

By Ryan Harmon

Above the entrance to *Pirates of the Caribbean* in New Orleans Square at Disneyland sits an intimate suite of rooms furnished and styled in the decor of an antebellum Louisiana home of over a century ago. This timeless setting of hardwood floors, marble fireplaces and crystal chandeliers was originally envisioned as a private apartment where Walt and Roy Disney could entertain business associates and foreign dignitaries. Walt personally supervised artist Dorothea Redmond's designs for "The Royal Suite" until his death in December, 1966. For eleven years the suite sat vacant, the public unaware that the space even existed.

Then, in 1986, Tony Baxter, senior vice president of Walt Disney Imagineering, conceived a new entrance to *Pirates of the Caribbean* that included a bridge to help solve an overcrowding problem at the attraction's entrance. This new design also incorporated two sweeping stairways on each side of the building leading up to the second floor suite which, it was decided, would be opened to the public as a gallery, exhibiting (for the first time ever) the art that was created to plan and design Disneyland.

"Since the apartment was Walt's creation," says Van Romans, director of exhibit development at Walt Disney Imagineering, "it seemed very appropriate to showcase this type of art."

The inaugural exhibition of the Disney Gallery, "The Art of Disneyland 1953-1986," made its debut on July 11, 1987. The exhibit celebrated the contributions of the artists who were responsible for the "imagineering" of Disneyland as it exists today.

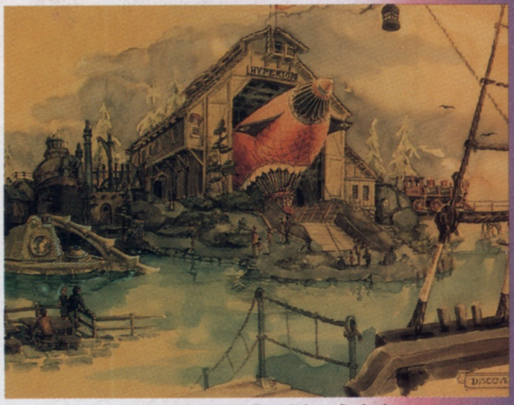
"Imagineering," a term coined by Walt to mean the synergy of imagining and engineering, is a process whereby professionals from many disciplines work together as a team to bring projects from concept to reality. Throughout the design phase of any project, the artist's role remains pivotal, according to Romans. "It is the artist who gives initial form to new ideas, refines concepts through renderings and provides the cohesive vision necessary to turn dreams into viable attractions."

Of course, not every attraction the Imagineers conceive ends up in a Disney Theme Park. For every concept that does become reality, there are drawers full of renderings, sketches and story treatments for concepts that for a number of reasons were not seen to completion. But that's not to say that they never will be — in one form or another. In fact, Imagineers are constantly sorting through old conceptual works, looking for ideas that might be incorporated into new attractions.

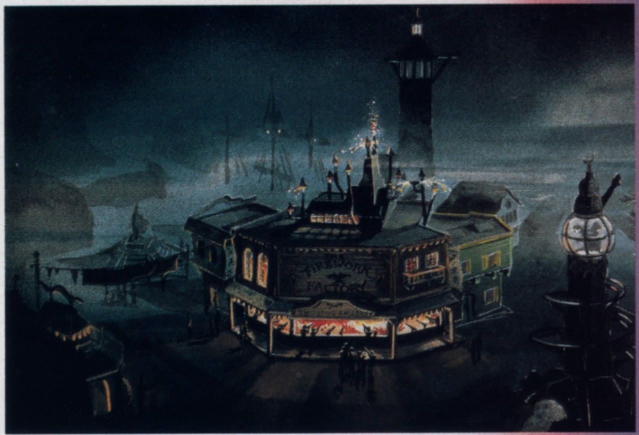
"The concept art gives inspiration," Romans explains, "Art isn't a one-time shot here. Art is always used as reference for other things. What starts out to be one idea eventually grows into another."

And this is the idea behind the Disney Gallery's second exhibition, which opened November 23, 1989, in anticipation of this year's celebration of Disneyland's 35th Anniversary.

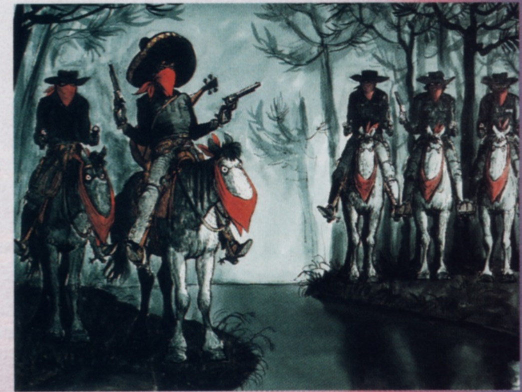
"35 Years of Disney Dreams" is the name of the exhibit that incorporates "The Art of Disneyland" with an all-new theme, "The Disneyland That Never Was" — 30 pieces of art created over the past 35 years for a number of Disneyland



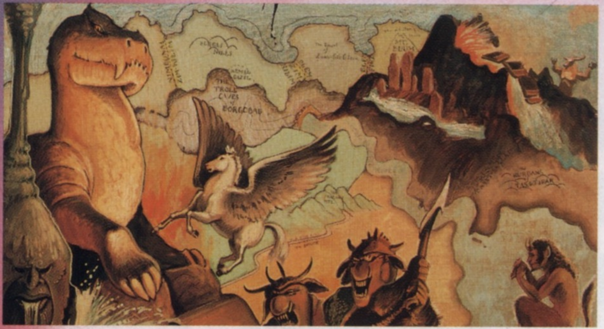
Although Tony Baxter's Discovery Bay did not find a home at Disneyland, it was able to emigrate to France.



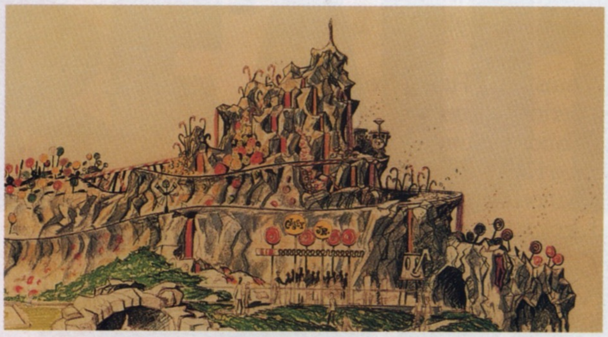
The Fireworks Factory as conceived by Tony Baxter was to be a new concept in shooting galleries; it is now a restaurant on Pleasure Island.



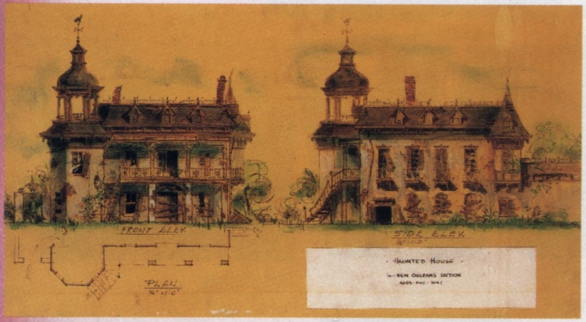
This rendering for a rip-roaring Western River Ride reveals the humor characteristic of its artist, Marc Davis.



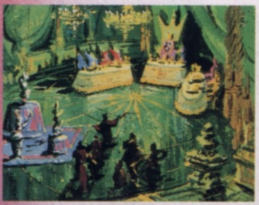
Some of the fantastical creatures rendered by Joe Rohde to populate Mythia, Land of Legends, now roam the Adventurers Club on Pleasure Island.

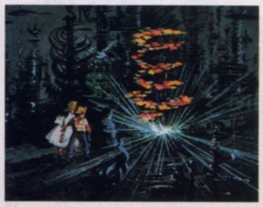


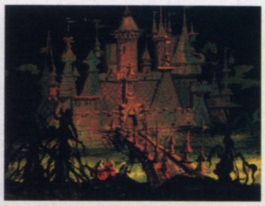
Big Rock Candy Mountain, a sweet idea rendered by Claude Coats, was destined for a spot in Fantasyland, but never got out of the wrapper.

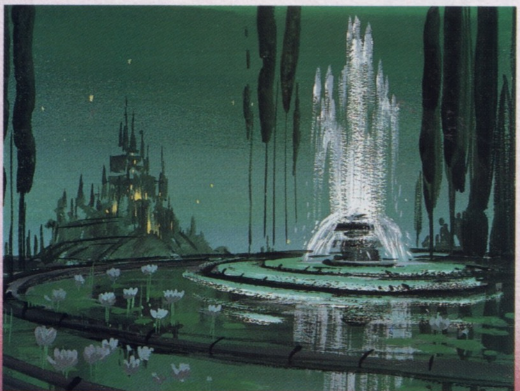


This initial concept for a Haunted House was considered too decrepit for Disneyland guests, so a more appealing concept was developed.









A variety of scenes were created by the Imagineers in anticipation of developing an attraction based on the Oz books. While the Rainbow Road to Oz never materialized as an attraction, "Return to Oz" did make it to the silver screen.

attractions that never left the conference room walls of Walt Disney Imagineering.

"This art," says Romans, "probably has a one-upmanship on the art that has been previously shown. There's nothing definitive to balance it with. Nothing tangible to balance it with. It simply stands alone, just as a dream that, in most cases, gave inspiration to a lot of other projects."

Romans joined Walt Disney Imagineering in 1980 as an exhibit designer with an academic background in design and art history. As director of exhibit development, he has been responsible for several galleries in EPCOT Center's World Showcase pavilions and the "Magic of Disney Animation" exhibit at the Disney-MGM Studios Theme Park.

In selecting which pieces to feature in the new Disney Gallery exhibit, Romans attempted to choose art that was significant because it served as an inspiration for a later project that did see the light of day.

For example, five marker and watercolor pieces by veteran Disney artist Sam McKim depict images for a concept called Edison Square. Originally conceptualized in 1956, Edison Square was to be an addition to Main Street, USA, where guests could walk through a four-theater show tracing one family's experience with electrical inventions for the home from the late 19th century through the present day.

Although Edison Square was never built, the art served as an inspiration when a similar idea surfaced for "Progressland," presented by General Electric at the 1964-65 New York World's Fair, and later brought to Disneyland as *Carousel of Progress* in Tomorrowland.

Another example of art for one concept inspiring another is the *One Nation Under God* attraction. Two pieces done in 1956 by another well-known Disney artist, the late Herb Ryman, depict images of the theater interior as it was conceptualized and a Civil War battle scene.

The rendering of the theater interior, showing an enormous, half-circle of seats facing a panoramic stage, bears a strong resemblance to the *Hall of Presidents* attraction which opened at the Walt Disney World Magic Kingdom in 1971.

This patriotic theme is also evident in *Great Moments with Mr. Lincoln*, still at Disneyland, which introduced the famed Disney *Audio-Animatronics* technology at the 1964-65 New York World's Fair. *The American Adventure* in World Showcase at EPCOT Center illustrates the latest example of the patriotic theme in Disney attractions.

Discovery Bay and Dumbo's Circus were two "lands" designed for the section of Disneyland between Rivers of America and *It's a Small World* in the mid-1970s. So definite, in fact, were the plans for these new additions to the Park, that Disneyland displayed renderings and a highly detailed 1/20″ model of the lands in The Disney Preview Center on Main Street, USA.

In 1980, however, the Company decided not to proceed with the project and the renderings and model for Discovery Bay and Dumbo's Circus were replaced in the Preview Center with a display for the then-under-construction Tokyo Disneyland.

Four renderings and the model of Discovery Bay and Dumbo's Circus have returned in the new Disney Gallery exhibit. Tony Baxter's 1976 surrealistic watercolor image of Discovery Bay, featuring the airship "Hyperion," a reference to Walt Disney's first California studio, later served as inspiration for the design of Discoveryland, an alternative to Tomorrowland upcoming in the Euro Disneyland Magic Kingdom.

One time Disney artist Fred Hope, Jr.'s moody 1976 rendering of the "big top" in Dumbo's Circus may have inspired elements of the redesigned *Dumbo's Flying Elephants* attraction for Disneyland's New Fantasyland which opened in 1983.

One piece that may not be in a style expected of Disney artists is a conceptual acrylic rendering for a Discovery Bay attraction called *Mythia, The Lost World*, by Imagineer Joe Rohde. This 1982 rendering, which went on to inspire "The Adventurers Club" on Pleasure Island at Walt Disney World Resort, suggests an adventure to the land of legend "wherein dwell divers (sic) creatures hitherto thought fantastical."

In addition to presenting "The Art of Disneyland" and "The Disneyland That Never Was," "35 Years of Disney Dreams" will also demonstrate that Imagineers are hard at work today, creating Disneyland's future.

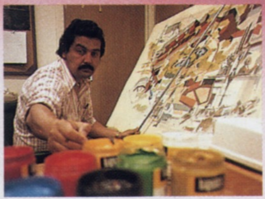
"Dreams of the Future" will feature three renderings of concepts proposed for Disneyland in future years.

Andrea Favilli's rendering of a proposed enhancement for Tomorrowland depicts the carousel theater building transformed into a spaceship. Bryan Jowers' gouache rendering portrays a proposed future enhancement to the *Jungle Cruise* attraction in Adventureland. And Collin Campbell's acrylic piece captures the glamour and sparkle of opening night in a conceptualized Hollywoodland.

Also on display are the conceptual works of a number of other Disney artists including Mary Blair, Claude Coats, Marc Davis, John Hench and Phil Mendez.

"This new exhibit has something in common with the space it occupies," points out Van Romans. "Neither of them really happened the way they were originally intended. Walt Disney never had the chance to use this apartment and yet it was his dream. Likewise, the majority of attractions depicted in the art never had the chance to become reality, and yet it gave inspiration to other kinds of things.

"The Disney Gallery is more than just another attraction," Van Romans concludes. "It's an icon of creativity and the essence of what Walt Disney Imagineering is all about. The real essence of how dreams become a reality. That's what the Gallery represents."

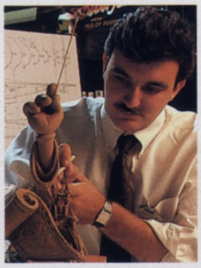

Phil Mendez

Marc Davis

Claude Coats

John Hench

Herb Ryman


Andrea Favilli

Mary Blair

Collin Campbell

Sam McKim

WE HAVE SLEEPING BEAUTIES EVERYWHERE.

Hilton is the official hotel of the Magic Kingdom Club.® That means members are entitled to 10% off room rates at most Hiltons across the U.S. And kids stay free. So make your next vacation plans at Hilton. What could be more magical? For reservations, call 1-800-HILTONS.

HILTON
IT'S ALL IN THE NAME.

OFFICIAL SPONSOR
OF THE 1992
U.S. OLYMPIC TEAM
USA

Present your Magic Kingdom Club card when you check in. Offer not valid for group, promotional or convention reservations. 36 USC 380

STAR TOURS—The Movie

Now Departing from Walt Disney World

By Anne Okey

On January 13, 1990, *Star Tours* opened its third travel base — at the Disney-MGM Studios Theme Park at Walt Disney World Resort in Florida. Ever since 1987, when "safe" intergalactic space travel was introduced at Disneyland Park in California, passengers have been clamoring for more.

Last summer, *Star Tours* commenced operations at Tokyo Disneyland where the addition of the Astrozone, containing the Pan Galactic Pizza Port, at the attraction exit proved to be the mozzarella on the pie.

The newest travel base also has its share of innovations.

"There's a beautiful Ewok forest backlot set as the entrance," says Tony Baxter, Senior Vice President of Creative Development, Walt Disney Imagineering. "We're departing from a Studio Tour situation as opposed to the reality of Tomorrowland at the other Parks. The opening scene here is a re-creation of a set George Lucas used in filming the Ewok villages. In fact, the whole exterior of the show at the Studio Tour looks like the studio set that was created for 'Return of the Jedi.' "

"As guests approach the building," explains Show Producer Paul Osterhout, "they find themselves in a forest on the Moon of Endor, with the Ewoks' home in the trees above. The village 'streets' form a ceiling for the queue, which is both waterproof and air-conditioned."

Because the attraction is at the Studio Theme Park, designers decided to maintain the look of a film in progress. "As guests enter the building," explains Bob Weis, Senior Vice President of Creative Development and Imagineering's overall Executive Producer for the Disney-MGM Studios, "it looks like they're going on to a soundstage for the first 30 feet. The walls look like the backs of sets. At some points you can see both the finished front sides and the 'unfinished' backs."

Once inside, the first scene is much like that of its sister attractions, also carrying the "inside jokes" that only very careful observers will catch. "In the recording, as guests move past C-3PO and R2-D2," Osterhout says, "you'll hear a reference to 'Mr. Tom Morrow,' who is the scientist at the *Mission to Mars* attraction at Disneyland. And there's Mr. Egroeg Sacul," (which is you-know-who, backwards). If you're quick you can catch sight of the "mousedroid" racing around behind G2-9T, the welding droid, in the Droidnostic Center. That hulk far below who's attempting to repair the elevator is LB Robot — the new droid on the block. In this scene, the R2 units being repaired are actual props from the films, on loan from Lucasfilm. If you really stretch, you can see a dusty chessboard back in the corner. That's a relic from the very first "Star Wars" film. Remember Chewbacca vs. R2-D2?

For this show they've even imported birdroids from Japan. "These characters were first introduced at the Tokyo Disneyland *Star Tours,*" explains Osterhout, "and they were so popular with guests there that we decided to include them here. The 'birds' are robots, and they're building nests from loose wire they're collecting."

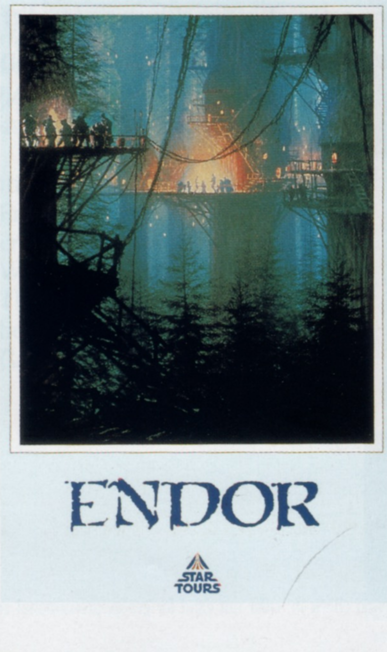
For the uninitiated, *Star Tours* is the result of a wonderful collaborative effort between George Lucas and Walt Disney Imagineering. "While touring WDI several years ago," recalls Tom Fitzgerald, Vice President of Theme Park Productions, "George saw some storyboards we'd worked up for a proposed Tomorrowland attraction incorporating flight simulators, and he became very excited about the possibility of building a "Star Wars" attraction around this technology."

The Imagineering team, headed by Baxter and Fitzgerald, developed a number of directions the story could take. From this list, Lucas selected the scenario he like best, one that would combine a comedic story with the thrill aspects of the ride.

Fitzgerald explained the story's premise. "The show takes place sometime after 'Return of the Jedi,' with C-3P0 and R2-D2 now working for Star Tours Sightseeing Co. We discover them at work in the Maintenance Hangar readying our 'tour bus,' the StarSpeeder 3000. Our itinerary promises a tour of the Moon of Endor — but through a series of mishaps we never quite make it."

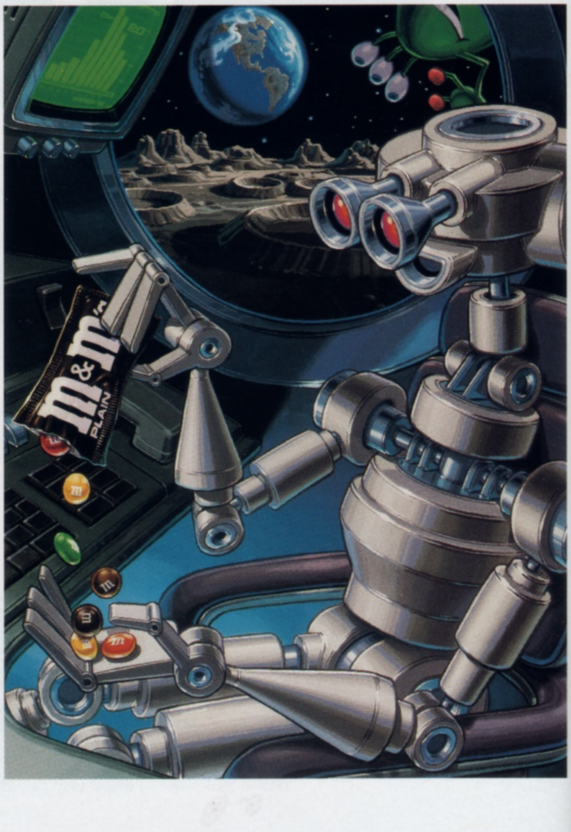
The StarSpeeders that carry 40 passengers per trip are actually motion-based flight simulators, capable

Futuristic travel posters entice Star Tours guests to Hoth, Tatooine, and the Moon of Endor.



©The Walt Disney Company and Lucasfilm Ltd.

Because Star Tours is hosted by the M&M Mars Company, whimsical posters tying the treat into the space age attraction are part of the show.



©Mars, Inc.

of a full range of movement. "Each vehicle can move up and down, left and right, and forward and back," explains Tony Baxter. "With combinations of these movements, we can simulate thrust in any direction."

As the StarSpeeder begins its take-off, rookie pilot "Rex" turns left when he shouldn't, the vehicle careens into a maintenance area and the adventure begins. This detour was George Lucas' idea. "George is so familiar with Disney attractions," says Baxter, "he said to us, 'Everything works perfectly in the Disney Theme Parks. Nothing ever goes wrong. Why don't you start this one by letting the StarSpeeder go off into the maintenance area — because you *never* let your guests go in there.' "

Once the StarSpeeder clears the building and heads out into space, more trouble awaits the nervous new pilot. "Rex is having one of those days where nothing goes right," says Fitzgerald. "He misses the Moon of Endor, gets caught in a deadly trail of 'iceteroids,' and stumbles into an Imperial battle! Of course Rex is trying his best . . . so we let him help the Rebels win the battle.

"When Rex is rushing toward the surface of the DeathStar, he turns to the audience and shouts, 'I've always wanted to do this!' and at that moment he's speaking for the entire audience. If you've ever dreamed of being Luke Skywalker, piloting an X-wing fighter, this is your moment. *Star Tours* literally puts you into the movie . . . an appropriate adventure for the Disney-MGM Studios Theme Park!"

©The Walt Disney Company and Lucasfilm Ltd.

Disney Imagineers accomplished an engineering feat when they made this Walker stand on three legs.

©The Walt Disney Company and Lucasfilm Ltd.

©The Walt Disney Company and Lucas Film Ltd.

G2-9T chats with guests as he attempts to make these pilot droids serviceable again.

ENDOR
VENDORS

©The Walt Disney Company and Lucasfilm Ltd.

Speeder Bike parts make a nice sign for a shop.

PERSON OF THE CENTURY

Decade-Long Search Begins

By Anne Okey

The world has made tremendous strides since the last turn of the century. When you think of where we were in 1900 and where we are now, it doesn't seem possible that less than 100 years have passed. Life-threatening diseases have been eradicated and advances made in the war on new ones; global unity is becoming more and more a real possibility; athletes are setting new records; movies learned to talk, and then moved into our homes as television; we've walked on the moon.

So many advances in so many fields.

But what if you had to select the *one* person who had the most impact on the 20th century, who would you choose? Where do you even start?

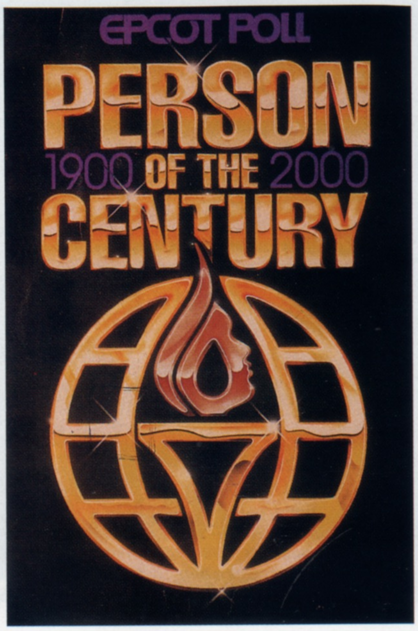
Well, The Walt Disney Company is going to find out just who the world considers its "Person of the Century."

On January 14, 1990, Disney President and Chief Operating Officer Frank Wells launched the Person of the Century survey at EPCOT Center. Located at the Epcot Poll in Future World's Communicore, the survey will be available to visitors for the next ten years. In addition to the EPCOT Center location, voting machines have already been installed at Disneyland Park in California and are scheduled to be operational at Tokyo Disneyland by this summer. Future polling sites are designated for Euro Disneyland and the Disney Stores. Other special surveys and voting opportunities will also be made available throughout the decade to achieve the goal of involving the widest possible range of voters in the history of public opinion sampling.

"We want to offer every individual in the world the chance to make his or her opinion known in the Epcot Poll Person of the Century survey," says Jack Lindquist, Executive Vice President, Creative Marketing Concepts Walt Disney Attractions, and head of the project. "Part of Walt Disney's dream for EPCOT Center was to provide an open forum for the world to meet and talk. The Epcot Poll, which samples public opinion from our EPCOT Center visitors daily is one example of that dream. So is the Person of the Century survey."

According to Michael Eisner, Chairman and Chief Executive Officer of The Walt Disney Company, "This is one of the most significant projects ever undertaken by The Walt Disney Company. You will be hearing of other major corporations in the fields of computers, communications, publishing, and transportation that will join us and play an important role in the Epcot Poll Person of the Century."

"Person of the Century" coordinator Karen Royer explains that voters will be selecting from candidates in the fields of Government/Military, Science/Medicine, Education, Business, Sports, Entertainment, Literature, and the Arts. "We sent ballots to over 2,500 college and university presidents worldwide," she says, "requesting their nominations in these fields. From those nominations we developed a list of 90 individuals whose names the computer will display to the voters. Of course, voters also have the option of writing in their own candidate." The voting list will be constantly updated to reflect events, successes and advances which occur during the 1990s.



Royer adds, "Since the survey continues over a full decade, we'll have the opportunity to collect lots of different statistics which can be used to further understanding of how people around the world think and feel about specific subjects. It will be interesting, for example, to compare how people vote during an election year versus the Olympics, or how women born in the 1950s in the South vote versus those born in the same decade in the Northeast — or Europe for that matter."

Of course, the most sought after opinion will be revealed on January 1, 2000, when Michael Eisner presents the award to the individual (or his or her descendants) selected by the world as "Person of the Century."

"There will be only one 'Person of the Century' award," states Royer, "Although we will have additional awards for the winners in the individual categories as well. The actual "Person of the Century" will be determined strictly by number of votes received."

The voting is now in progress. For the next ten years the citizens of the world will be casting their ballots to honor fellow citizens for their efforts on behalf of humanity. Who will be *your* choice?

With our 1990 Adventure Package you'll battle the Empire, swim with sharks and shrink to the size of a blood cell.

Fortunately, you'll also get four good nights of sleep.

So you want to fly into the Death Star in Star Tours, snorkle Shark Reef at Typhoon Lagoon and race through a human body in the new Wonders of Life pavilion.

Well, you've wished upon the right star because the Walt Disney World Resort features these exciting, new Disney experiences in its 1990 Adventure Package. Here's the deal.

You get a Five-Day All 3-Parks Passport, good for five fun-filled days at the new Disney-MGM Studios Theme Park, the Magic Kingdom and Epcot Center. You also get one-day admission to both Typhoon Lagoon and Pleasure Island, one Disney dinner show coupon, a Disney transportation pass and four nights in one of five luxurious Disney resorts.*

Prices start at $586 per person, based on double occupancy.

Call (407) 824-2600 ext. 26, for 1990 Adventure Package reservations.

Walt Disney World®

There's only one thing better than visiting the Walt Disney World Resort. Staying there.

**Disney's Contemporary Resort, Disney's Polynesian Resort, Disney's Village Resort, The Disney Inn or Disney's Fort Wilderness Resort and Campground.*
Offer is good through December 18, 1990.

© The Walt Disney Company N0170

TYPHOON LAGOON

AN UNDERWATER ADVENTURE

Beyond the quaint, thatch-roofed village nestled along palm tree-lined shores, Typhoon Lagoon is a haven of water thrills. Waterfalls, water slides, rivers, rapids,ponds, pools, a reef teeming with aquatic wildlife, surf, waves and white sands provide lucky vacationers a full day of fun.

Catch a wave at Whitecap Cove. Ride the rapids down Keelhaul Falls. Learn to body slide down Humunga Kowabunga. And, for a true underwater adventure, discover snorkeling at Shark Reef!

SNORKELING AT SHARK REEF

Shark Reef is an extraordinary salt water aquarium alive with colorful tropical fish, graceful rays, spiny lobsters, and sharks. The reef has bright colored coral and crusty rocks surrounding the rusty hull of a sunken ship. It is the perfect environment for your first saltwater experience, and a thrilling introduction to the adventures of underwater exploration.

Snorkeling Equipment

You will need an underwater diving mask, *a* snorkel, fins, *and a* cold water vest. *These items are provided for you at Shark Reef, but if you intend to pursue the sport of diving, you will need your own equipment.*

Your mask is your window to the underwater world. The mask should have a tempered-glass lens. It should be comfortable and fit snugly against the face with a good water seal to prevent water from seeping in. Your nose should be enclosed in the mask with a nose pocket to make equalizing the ears possible as you learn to dive deeper.

The snorkel lets you breathe on the water's surface without raising your head from the water. Attach the snorkel to the left side of the mask with a rubber snorkel keeper. The top of the snorkel should be at the top of the back of your head.

Snorkel Breathing

Bite gently on the snorkel's mouthpiece letting your lips seal and hold it in place. Always exhale before inhaling in case there is water in your snorkel. Breathe slowly and cautiously. After your first visit to Shark Reef you will know how to breathe through a snorkel.

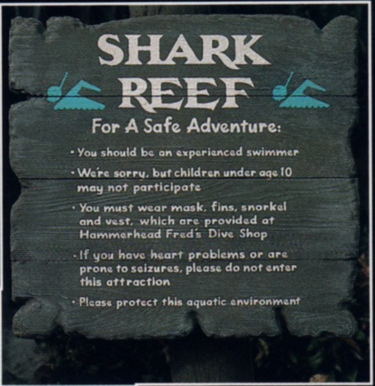
Blast-Clearing the Snorkel

Diving below the water's surface fills your snorkel with water. Just as a surfacing dolphin, you will need to blast out the water from your airway before breathing. To clear the water from the snorkel as you surface, blast clear *by exhaling forcefully and sharply. Any small amounts of water remaining can be removed by a second blast after you inhale air slowly and cautiously. Snorkel blasting becomes automatic with diving experience.*

Equalizing the Ears

As you dive deeper, even in a pool, water pressure in the air spaces of your ears causes discomfort and pain. By forcing air into the ear spaces the pressure is relieved. Do this by closing your nose with your fingers and attempting to gently blow air through it, with your mouth closed. Divers call this action equalization.

Safe adventures.


SHARK
REEF
For A Safe Adventure:
• You should be an experienced swimmer
• We're sorry, but children under age 10 may not participate
• You must wear mask, fins, snorkel and vest, which are provided at Hammerhead Fred's Dive Shop
• If you have heart problems or are prone to seizures, please do not enter this attraction
• Please protect this aquatic environment

"Miss Tilly" precariously marooned.

SCUBA DIVING

For real underwater adventure, scuba diving is your sport. The diver observes fascinating aquatic life and experiences unique sensations such as breathing underwater and weightlessness. And diving is filled with mysteries including the revealing discoveries of deep water dives and the eerie stillness of night diving. The scuba diver is sportsperson, naturalist and explorer—not to mention, someone who thoroughly enjoys being in the water.

Becoming a scuba diver requires proper training. A diver must learn to dive safely and how to use the correct equipment before entering the underwater world. Many divers also learn rescue and underwater lifesaving skills. A properly trained diver is a *Certified Diver*.

Scuba Diving Equipment

A scuba *(Self-Contained Underwater Breathing Apparatus)* tank *is a metal cylinder of compressed air carried on the diver's back. The air is supplied from the tank to the diver through an attached rubber hose and mouthpiece called the* regulator. *An* SPG *(Submersible Pressure Gauge) is also attached to the tank. The SPG tells the diver how much air is in the tank, permitting the diver to plan his ascent without running out of air. The tank, regulator, and SPG are securely attached to the diver's life jacket, called the* BCD *(Buoyancy Control Device).*

The diver also needs a depth gauge *to check how deep the dive is, and a* watch *to keep track of the length of the dive. This is important information that all divers record in a* Divers Log. *Most important for all divers is the* Dive Table, *which helps calculate how deep and how long a dive should be.*

Snorkeling gear is also part of the scuba diver's equipment: mask, snorkel, fins, wet suit. *Attached around the diver's waist is a* belt *with heavy lead* weights *to help the diver descend.*

Diving extras may include a knife *for cutting seaweed or fishing lines, an* underwater flashlight *for night dives, a* writing slate *for underwater notes or communication, and perhaps, an* underwater camera.

The Bends

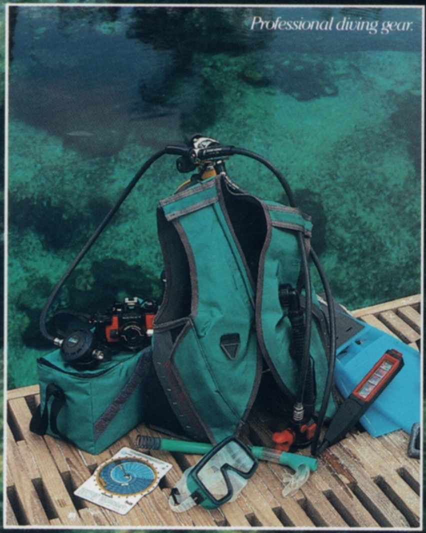
The diver breathes compressed air from his scuba tank. As he dives, more of the air's nitrogen dissolves into the blood through the lungs. The deeper the dive and the longer the dive, the more nitrogen the body absorbs. If the diver surfaces too quickly, the nitrogen will form into bubbles throughout the body tissues. This dangerous and painful condition, called "the bends," requires that the afflicted diver be placed in a decompression chamber until the effects dissipate.

The Buddy System

Divers always dive with a buddy who stays nearby during the dive. Together the "buddies" plan the dive, assist each other with gear, share diving experiences, and help one another in the event of emergency.

Hammerhead Fred's Dive Shop

Hammerhead Fred's Dive Shop at Shark Reef.



Professional diving gear.

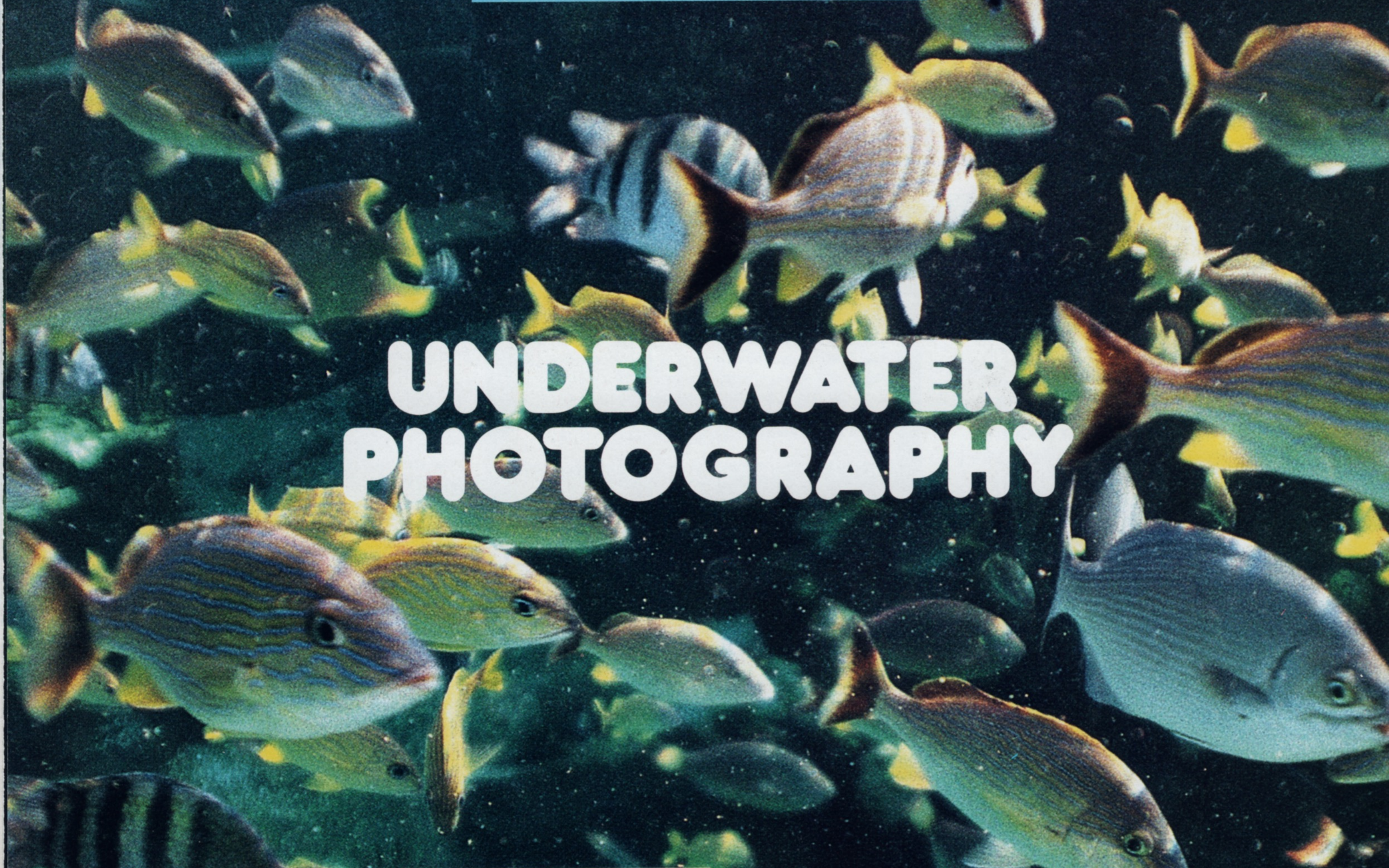
Shark Reef school of fish.

With Special Thanks

Our very special thanks to the many people who helped us with this story; **Diane Daub,** *Typhoon Lagoon Operations Manager;* **Ivey Kight,** *Lifeguard and Dive Master;* **Thomas Hopkins,** *The Living Seas Curator;* **Greg Charbeneau,** *Marine Biologist;* **David Osborne,** *Malibu Diver's Scuba Instructor;* **Arlett McMillan,** *Scuba Pro Diving Equipment;* **Dominque** *and* **Heather,** *Diving Models.*

Produced and Photographed by Dawn and Max Navarro

UNDERWATER PHOTOGRAPHY



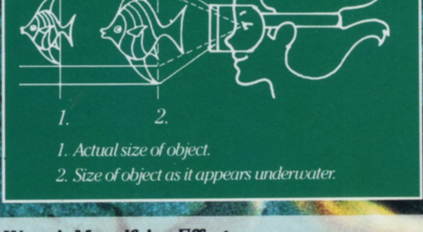
Underwater photography offers the opportunity for unusual camera angles that make dramatic pictures. And what better way to catch a fish than on film?

Several different companies make underwater cameras. The most popular is the Nikonos, which is amphibious—it can be used either on land or underwater without changing the 35mm lens.

Another new camera is offered by Kodak. It is a disposable plastic, sealed, underwater camera—a terrific choice for a visit to Typhoon Lagoon. It is lightweight, inexpensive, and a great camera for the junior snorkeler.

Nikonos camera.

Kodak disposable underwater camera.



1. Actual size of object.

2. Size of object as it appears underwater.

Water's Magnifying Effect

While you're snorkeling at Shark Reef you may reach out to touch a fish, only to discover it is not as close as it seems. This is due to water's magnifying effect which makes objects appear to be not only closer, but 25% larger than they actually are.

Soon to be a
GUEST QUARTERS®
SUITE HOTEL

Walt Disney World® Village

Pickett Gives You Family Room . . .

Not A Crowded Hotel Room.

Separate bedroom and living room/dining area

Get into a game on our tennis courts.

Enjoy your fully-stocked refrigerator.

Ride the free shuttle to The Magic Kingdom® and EPCOT® Center

Relax by our heated outdoor pool.

Let your family enjoy a spacious two-room suite at the **only all-suite hotel** in WALT DISNEY WORLD® Village — The Pickett Suite Resort.℠

After a fast-paced day of fun at The Magic Kingdom® or EPCOT® Center, stretch out and enjoy the comfort and luxurious amenities that come with each Pickett suite, including:

- Comfortable sofa bed in living room
- 3 TVs
- In-suite movies/ The Disney Channel
- Coffee/tea maker
- Built-in hairdryer
- Free parking
- Game room
- Exercise room

After the magic of WALT DISNEY WORLD, don't settle for less than the luxury of Pickett.

The **only all-suite** hotel in WALT DISNEY WORLD® Village.

WALT DISNEY WORLD® Village
2305 Hotel Plaza Blvd.
Lake Buena Vista, FL 32830-9990
(407) 934-1000

Luxurious suites at room rates

Pickett

PICKETT SUITE RESORTS

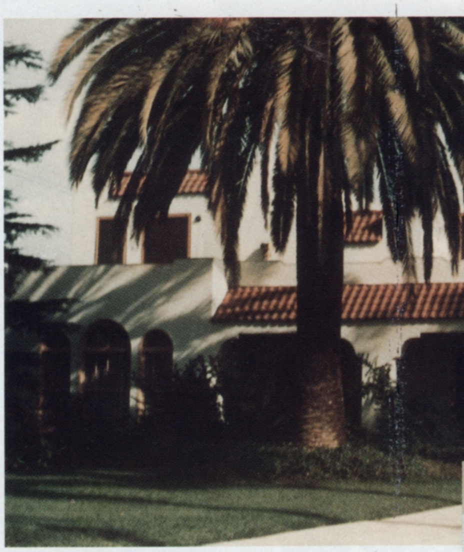
1-800-424-2900
for toll-free reservations.

AN OFFICIAL HOTEL OF WALT DISNEY WORLD

AAA FOUR DIAMOND AWARD 1990

Orange Groves to Theme Park

Ron's (right, circa 1956) Disneyland career has always been on the right track.



The Dominguez home was situated approximately between what are now Pirates of the Caribbean and Cafe Orleans.

Ron Dominguez well remembers the orange groves of Anaheim that were destined to become home to a brand new concept in family entertainment — Disneyland. He grew up there. The Dominguez family owned and lived on 10 acres of the property eventually purchased for the revolutionary project. Today, Ron Dominguez is Executive Vice President of the original Theme Park.

"Our house was situated right about where the entrance to *Pirates of the Caribbean* and Cafe Orleans are today," he says. "We were actually the last people to leave the property. Our new house wasn't quite ready, so we didn't move until August of 1954." Construction of the new Park had begun in July.

Putting together the acreage needed to house the new entertainment center wasn't as easy as you'd think.

"Prior to 1955, as far back as '51 or '52," recalls Dominguez, "a group of real estate people approached the landowners and tried to obtain a block of land. But they couldn't make it work. Later, two independent brokers from Anaheim were approached by Disney to try. Each took the people he knew, people they could deal with, and explained the project and benefits. This way they were able to put the package together."

The Dominguez property was settled originally in the mid-1890s by Wyran Knowlton, Dominguez' maternal grandfather, who emigrated from Perry, Iowa. Knowlton first planted a walnut grove, then, in 1910 changed the walnuts for oranges. He died in 1912. In 1920, Knowlton's daughter, Laura, married Paul Dominguez, who was part of the Bernardo Yorba clan which held enormous land grants in Southern California.

The couple set up housekeeping at the Anaheim orange grove and in 1925 built the house eventually purchased by Disney. Dominguez was born while the family was living in that house in 1935.

"My mother had a lot of sentiment about selling the property to Disney," Dominguez recalls. "She had gone through some very tough times there getting the orange grove to pay off after her father died. Also, 'amusement parks' had a bad connotation in those days, and people didn't know what to expect. But Disney invited everyone to a presentation up at the Studio, and after that everyone felt good about it — about what was coming to Anaheim."

Many of the houses situated on the property were put to use rather than being torn down or moved. The Dominguez and another home were put together to form the first Disneyland Administration Building. A third home was moved over to West Street to become the Casting building. A house on The Disneyland Hotel site was moved behind the Park for use by the Landscapers. Although these homes have now been replaced by newer, more functional buildings, one house still remains. Originally located where the Toll Entrance now stands, it too was moved behind the Park where it still stands next to the Circle "D" Corral.

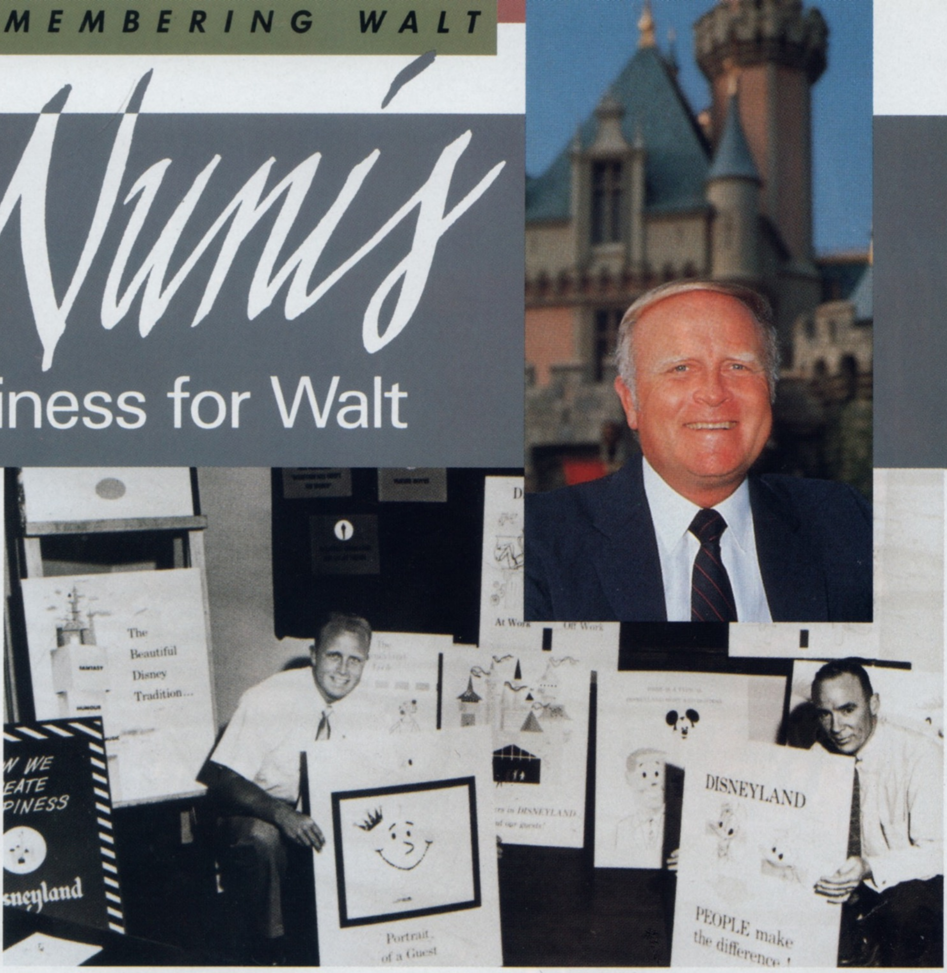
At the time the property was sold, Ron Dominguez was a 20-year-old student at the University of Arizona. When Disneyland opened the following year, he applied for a summer job. "I was a Ticket Receptionist at the Main Gate for two weeks," he says, "then I was transferred to the Trains. After the summer, my boss ('Doc' Lammon) said to me, 'You ought to stick around. This place is here to stay. You should get in on the ground floor.' So I decided to stay, and I've never regretted it."

Ron Dominguez (seated) and Van Romans (Walt Disney Imagineering) reminisced at the new Disney Gallery exhibit—The Disneyland That Never Was.

This original painting was created by Disney Artist Charles Boyer for Disneyland's 25th Anniversary. It was used only once — as a wrap-around cover for a Disneyland employee publication called Backstage Disneyland. *The framed original hangs in the home of Ron Dominguez.*

Dick Nunis'

Creating Happiness for Walt



In 1955 Dick Nunis assisted Van France in training Disneyland's first "cast." Today, as President of Walt Disney Attractions, Nunis is responsible for Disneyland Park, the Disneyland Hotel, and the Queen Mary & Spruce Goose in California; Walt Disney World Resort in Florida; and Tokyo Disneyland in Japan.

By Anne Okey

As Disneyland celebrates 35 years of entertaining guests, the President of Walt Disney Attractions celebrates his own 35th anniversary with the Park. Dick Nunis, a former Free Safety for the USC football team, started his Disneyland career even before the fledgling Park opened its gates.

"Ron Miller, who was married to Diane Disney (Walt's daughter), was a classmate of mine," recalls Nunis, "so I knew Walt's plan for Disneyland from them. I was getting my Masters at USC and needed a summer job, so I decided to send in an application. It was very spur-of-the-moment, I didn't even tell Ron and Diane," he adds.

Called to an interview at the Studio in Burbank, Nunis was interviewed by Van France, founder of the Disney University and originator of the orientation and training program for the Park. "Van and I got along great," Nunis remembers, "and he hired me to assist him with training.

"I'll never forget my first day of work," he laughs. "We worked out of an old country home on West Street. My first day I showed up all spruced up — blue checked jacket, blue pants, blue suede shoes. Van looks me over and finally says, 'Well, get rid of the suede shoes, at least . . . and can you use a broom?' The house was filthy! So I changed my shoes and we cleaned up the place ourselves and then it became the Training Center."

Between that inauspicious first day, May 26, 1955, and Disneyland's opening on July 17, Nunis and France presented the Disneyland orientation program to all 600 employees hired to staff the Park. "Walt and his executives made up our first class," Nunis says. "Walt believed strongly that what would make Disneyland different was the people — he wanted them to feel that they were part of the organization. That's why he established the first-name policy — he was Walt, I was Dick, and so on."

Although Disneyland's opening day was an unqualified success, it did not launch a summer of smooth sailing for the new Park.

"You have to remember," says Nunis, "that even though Disneyland cost only 17 million dollars to open, Walt hocked everything to get it open. And it was touch-and-go for the first couple of years. In fact, right after the opening, in August, the temperatures were the hottest they'd ever been . . . and the humidity! Temperatures were in the 100s with humidity as much as 90%. Attendance went to nothing. You could literally fire a cannon down Main Street on Saturday night — in the summer! — and not hit a soul. But Walt never worried. He always believed in it."

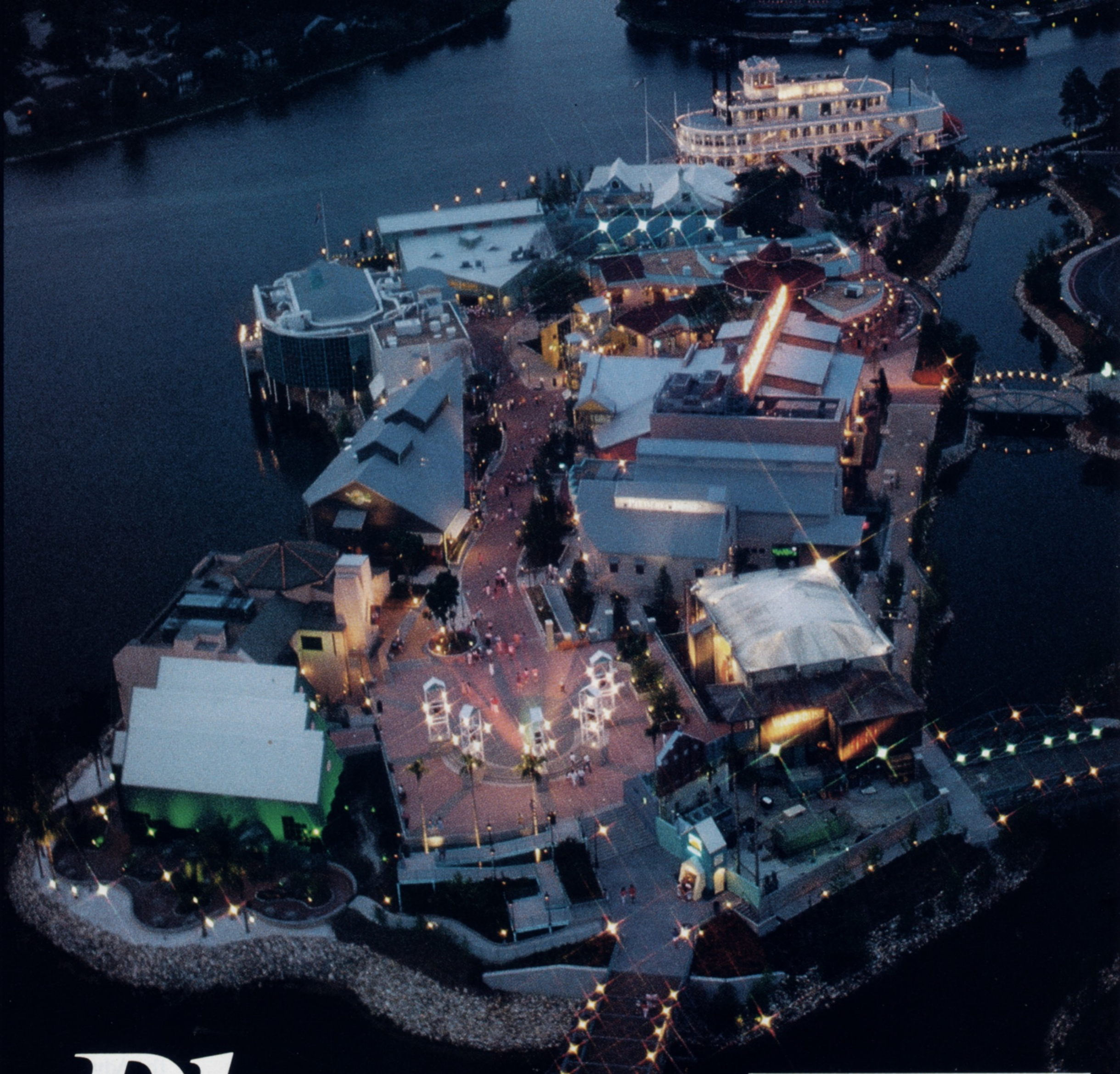
At the opening of Disneyland, Nunis had been "loaned" to Operations as an Assistant Supervisor in Fantasyland. After that first summer he decided to stay with the Park and was promoted to his first salaried position as Supervisor over PBX, the Mail Room and the Steno Pool.

Later, he was assigned to what he calls his "luckiest break" — assisting in developing standard operating procedures for the Park's attractions. "We had to establish trip times, load times, theoretical hourly capacities," he explains. "Walt wanted to be sure we gave every guest a good show, no matter what the wait."

Just how concerned Walt was with trip time in relation to "show" was brought home soon after Nunis was assigned to the Adventureland area. "On one of my first days in Adventureland," he says, "I was at the *Jungle Cruise* when Walt stepped off a boat and asked, 'Dick, what is that trip time?' I told him 'Seven minutes.' He said, 'Well, I just got a four-and-a-half-minute trip.' Then he asked, 'How would you feel if you went to a movie and they cut out the center reel? I went through that hippo pool so fast I didn't know *what* I was seeing.' So I said, 'Walt, do you have time to go around with me in a boat? Show me.' And he went with me through the ride and showed me what he wanted. 'You have to play to the show,' he said, 'where there is no show, then you speed up.'

"After he left, I got with my foreman and told him, 'For the next week you and I are going to get seasick on this ride.' We spent the whole week retraining everyone. The next week, sure enough, Walt showed up. But he just walked by. So we trained again the following week. And the next week Walt stopped at the attraction . . . but he didn't take just one ride, he rode five or six different boats. But when he stepped off the last one, he gave me the 'thumbs up.' He was satisfied."

It's a different World in the night.



Pleasure Island

Mannequins

Pleasure Island is now open! Just dance steps from Disney's Village Marketplace, it's an entire island of excitement that sizzles after dark. With seven extraordinary nightclubs, plus shops, restaurants, movies and nighttime pleasures galore. It's a different World in the night, unlike any Disney you've ever seen before.

VISIT TONIGHT

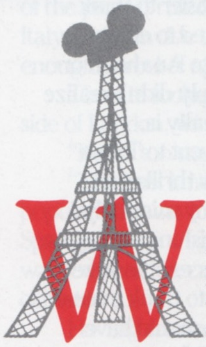
Walt Disney World®

© The Walt Disney Company T913

Mickey and L'Affaire Française

How to Succeed as a Disney Site Selection

By Angela Rocco DeCarlo



When Mickey said "Oui" in 1987 to a proposed plan to bring the unique outdoor entertainment of a Disney Theme Park and destination resort to Europe, the international press went wild.

The newspapers were full of stories describing Euro Disneyland, the 5,000-acre Walt Disney Company project slated to open in 1992 at Marne-la-Vallee, 20 miles east of Paris. The French newspaper, *Liberation,* sprouting mouse ears on its front page, said the Disney project was "…the most important American operation in France since D-Day…"

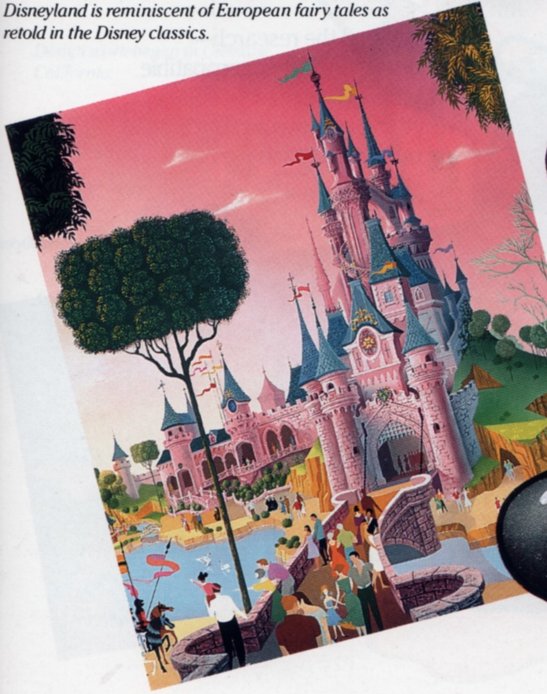
That rather jubilant response reflects the harvest of benefits the French expect to reap from development of the farmland in the Ile de France region where the Park is taking shape. This land was designated for development of a new town twenty years earlier to ease crowding in metropolitan Paris.

The area has been undergoing a slow urbanization process which is about to accelerate.

Through a governmental agency, EPA, owners have been paid fair market value for their farmland, which was then made available for development by Euro Disneyland S.C.A., a French company in which The Walt Disney Company holds 49% of the shares.

The complete destination resort master-plan will offer guests a resort with accommodations and activities similar to those at Walt Disney World. Themed hotels, a Fort Wilderness campground, and recreational facilities including golf, tennis, and swimming are just some of the amenities scheduled to be ready for opening day in 1992. The project will also have an entertainment center, with themed shopping and dining, and a corporate park.

The Fantasyland castle in the Magic Kingdom at Euro Disneyland is reminiscent of European fairy tales as retold in the Disney classics.



The Magic Kingdom beginning to take shape at the Euro Disneyland site in Marne-la-Valle, just 20 miles east of Paris, will be the first Disney Theme Park with its own luxury hotel.

Of course, the Magic Kingdom, with some new embellishments especially tailored to the European audience and culture, will be the heart of the new Euro Disneyland.

Guests will enter the Park's Main Street, U.S.A., by passing directly under the Magic Kingdom Hotel—the first time a Disney Park has had a luxury hotel at its immediate entrance. A fantasy castle, reminiscent of European fairy tales as interpreted by the Disney animated classics and inspired by illustrations in *Les Tres Riches Heures du Duc de Berry,* will welcome guests to Fantasyland. Frontierland will bring the romance of America's "Old West" to visitors, while part of Adventureland will take on an Arabian Nights ambience. Inspired by Jules Verne and other visionaries of centuries past and present, Discoveryland salutes man's efforts to reach for the stars—figuratively and literally. French and English languages will be used throughout the Magic Kingdom, with other languages utilized where appropriate.

While the conceptualization and design of the Park is being carried out by Walt Disney Imagineering, located in Glendale, California, European engineers and architects are heavily involved in the preparation of working drawings and construction of the Magic Kingdom.

Besides the thousands of jobs that will be created, with the opening of the Park, international visitors are expected to bring into France additional millions in foreign exchange each year.

Now, through the hazy veil of hindsight, it may seem obvious that Disneyland would eventually migrate to Europe. After all, Walt Disney's earliest triumphs in animated film took their inspiration from European fairy tales such as Snow White, Cinderella and Pinocchio.

Disney Chairman Michael Eisner himself acknowledged the inspirational debt. Following the announcement in 1987 of the completed deal with the French government, Eisner remarked, "... Walt Disney borrowed from the Europeans and brought it to America. We're simply going to return it ..."

When looking at a map of Western Europe it appears that centrally-located Paris must have been a preordained choice for Euro Disneyland. However, more than 200 sites were considered during years of research, study and, finally, negotiations with two possible host countries—Spain and France—before the selection of the site in Marne-la-Vallee near Paris.

The Euro Disneyland story actually began shortly after the successful opening of Tokyo Disneyland in 1983.

"Dick Nunis (President, Walt Disney Attractions) and I discussed a European project when we were completing the Tokyo Disneyland project in 1983," says Jim Cora, Executive Vice President, Euro Disneyland S.A., and 31-year Disney veteran. "Going to Europe was a logical choice."

During the late 1970s, when the notion of an offshore Park was floating about, some rank-and-file Disney people were not at all sure it was a good idea to export their beloved Mickey Mouse.

"I remember feeling somewhat possessive about keeping the Parks exclusive to the United States," recalls another Disney veteran who prefers anonymity.

"Back then it was easier to think that everyone who wanted to enjoy Disneyland could come to Anaheim or Orlando. I guess we simply didn't realize just how big the world really is.

"However, when I went to Tokyo Disneyland and saw how thrilled the people were I changed my mind. My fears of somehow diminishing Disney by making us more accessible were so wrong. I began to think instead, 'Of course they should have their own Park!' "

After the success of Tokyo Disneyland, research on the European project intensified. The only snag in the proceedings occurred when The Walt Disney Company went through management changes in 1984 and it became apparent that a new set of decision makers would have to be won over.

"Within the first week after the management change, Dick Nunis and I presented the Euro Disneyland project to new Disney Chairman Michael Eisner and President Frank Wells," says Jim Cora.

"We had the research—including video tapes compatible for their VCRs at home—and everything else we needed. Following our presentation we had

The contract was signed on March 24, 1987.

Familiar attractions try on new faces.

approval in about 30 minutes to go ahead and begin the site search."

With top management's approval, the project set sail for the Old World.

A small cadre of Disney executives, headed by Nunis and Cora, began the meticulous search for the future home of Euro Disneyland.

The hunt was on for the perfect location.

While several countries had been originally considered, including Great Britain, Italy, France and Spain, the size of the project ruled out both England and Italy early on due to a lack of a large-enough parcel of appropriate land.

The site looked at in England, outside of London, was about 300 acres.

"It was too small," Cora explains.

"The best land in Italy, close to large populations, was too mountainous. So Spain became a big contender. Many wanted Spain because of the warm climate."

Having crisscrossed Europe for months, the team kept looking for the perfect place.

"We looked at many different sites," says Jack Myers, Director, Walt Disney Attractions International & Regional Marketing.

"We had offers from more than 100 places. We used a large wall map to keep track of all the proposals. Finally, we narrowed it down to four sites near major cities: Paris and Avignon in France; Barcelona and Alicante in Spain."

Nothing went unnoticed as information was gathered from many sources by the site-search team. They looked at government statistics on weather conditions, as well as details on population. Particular attention was paid to infrastructure—roads, rail service, airports, utilities, water—and the health of the economy, per capita spending, labor pool, and unemployment in the area.

The team talked to representatives at tourist centers, read the newspapers and studied soil conditions to see exactly what building conditions would be.

"We found a wonderful site near Toulon," says Jim Cora, "but once we dug down and hit bedrock we knew construction costs would be horrendous."

Avignon was favored for a time until climatic information turned up the unhappy news of a recurring phenomenon of unpleasantly strong winds. Alas, coupled with other undesirable factors, the "Mistral Winds" slammed the door shut on a home for Mickey and his friends near Avignon.

A site north of Alicante offered a climate similar to Southern California with beautiful beachfront property. However, the other necessities to make the project a success did not materialize for that location.

Spain's lovely weather two-thirds of the year was, in the end, offset by other considerations. The seemingly less-attractive weather of Paris was viewed as a challenge, rather than a barrier, when blended into the batch of many positive incentives the French government offered.

Actually, the Parisian climate is similar to Tokyo's—warmer than a typical U.S. midwestern winter, with much less snow, It is well documented that Japan's weather has not kept the crowds away from Tokyo Disneyland, even in midwinter. Of course, sufficient shelter is provided, as it will be in the Magic Kindom at Euro Disneyland. The French and other Europeans are expected to be enthusiastic guests, even during the much-romanticized "Paris when it drizzles" season. And so, Mickey Mouse shed his sombrero and packed his beret.

The announcement was made on December 18, 1985, marked by the signature in Paris of a letter of understanding.

There ensued a 15-month period during which a definitive agreement was negotiated by teams of businessmen, engineers, land planners, and lawyers. Disney's team was led by The Walt Disney Company Senior Vice President and General Counsel, Joe Shapiro. In the end, after seemingly endless hours of discussion, a contract emerged that would prove equitable and fair to both parties.

"This is a great affair, a great ambition," said France's then-Prime Minister Jacques Chirac at the signing of the contract with The Walt Disney Company Chairman Michael Eisner on March 24, 1987, "... to develop such a project with ... Disney ... is for us a guarantee of success."

With the signing of the contract, Robert Fitzpatrick, former head of California Institute of the Arts, was named

Design work began in Glendale, California.

Bob Fitzpatrick (left) and Jim Cora.

President of Euro Disneyland S.A., a French subsidiary of The Walt Disney Company which is managing the project and oversees all training of personnel. Guests will expect, and receive, the same Disney experience in Europe as they would at the other three Disney locations.

Fitzpatrick has commented that since the contract signing the Euro Disneyland team has grown to include personnel from nearly every division of The Walt Disney Company, and its management team includes talented individuals recruited in France who have been a tremendous asset to the project. "We have received tremendous support from everyone," he says, "and we are confident that with this support Euro Disneyland will fulfill and surpass the dream with which it was conceived."

COMING NEXT: Creating the Disney Resort and Theme Park in France.

Why Europe?

Europe was a logical step for the next Disney Theme Park and Resort because Europeans already have a deep affection for all things Disney.

The style conscious French enjoy wearing high-fashion Disney clothing from a line launched several years ago, especially when patronizing Disney animated films, making them number one on the movie hit parade in several different markets. In addition to watching Disney movies and wearing Disney clothes, Western Europeans spend three times more on Disney publications than Americans. More than 15 million Disney publications are purchased and read each week.

Disney Home Video and television are extremely popular. France's weekly program, "Le Disney Channel," won the prestigious "7 d'Or" award for Best Children's and Family Programming.

European demographics are impressive. There's little doubt the numbers are there to create a market for Euro Disneyland. There are more than 310 million people in Western Europe, concentrated into a land area about one-half the size of the United States. The U.S., with a population of 240 million—nearly a third smaller—supports two Disney locations with a combined guest visitation of 40 million each year.

While we Americans have always viewed ourselves as constituting a mobile society, Europeans have the edge on us. Fifty-six percent of Western Europeans take at least one vacation per year, with 34% taking two or more. They routinely take 4-6 weeks of vacation time in addition to a number of holidays equal to America's. Most families take a long summer holiday in August, perhaps 2-4 weeks, with the remainder of the time spent on shorter trips, particularly ski vacations in the winter.

Why Marne-la-Vallee?

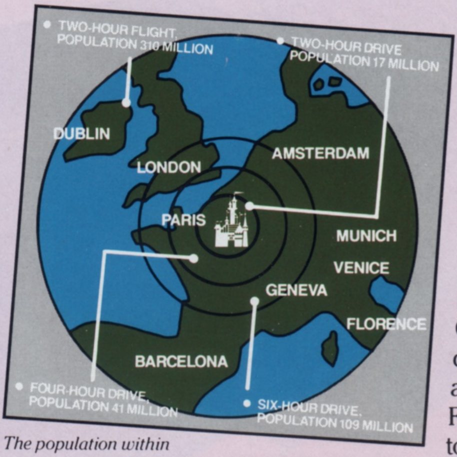
"In the summer, the Park could be successful anywhere, based on our research data," says Jack Myers. "The question was where would attendance be best in winter? With the Paris location there is a population of 109 million within a 6-hour drive. We felt we could get more attendance in Paris in winter with the weekend visitors, company outings, school groups and such."

According to travel and tourist reports, only 15% of the French people leave the country for their holidays. However, 40% leave the United Kingdom for their rest and relaxation, while Germans depart in droves—up to 60% go elsewhere for fun and frolic.

The population within a two-hour flight radius of Euro Disneyland is much larger than at any other existing Disney Park. Situated near Paris, the Park will be accessible to all of Europe.

Surprisingly, there are 16 million people within a two-hour drive of the new Park. There are 41 million within a four-hour drive; 109 million within a six-hour drive; and within a two-hour flight, the figure jumps to 310 million.

An independent study commissioned by the Ile de France Regional Council, and conducted by an independent research firm, projected that an astounding 65% of the French expect to visit Euro Disneyland.


TWO-HOUR FLIGHT, POPULATION 310 MILLION
TWO-HOUR DRIVE POPULATION 17 MILLION
DUBLIN
LONDON
AMSTERDAM
PARIS
MUNICH
VENICE
GENEVA
FLORENCE
BARCELONA
FOUR-HOUR DRIVE, POPULATION 41 MILLION
SIX-HOUR DRIVE, POPULATION 109 MILLION

The population within a two-hour flight of Euro Disneyland is 310 million; the total population of the U.S. is 240 million.

DID YOUR LAST PHOTO ENVELOPE HAVE THIS SEAL?

YES. Great! The Kodak Colorwatch seal means a Kodak system checks the developing for great color. And every print is on Kodak paper.

NO. Too bad. Next time look for the Kodak Colorwatch seal, to be sure you're getting great developing.

Kodak Colorwatch system
FILM DEVELOPING

THE **KODAK COLORWATCH** SYSTEM FOR GREAT DEVELOPING.

"You're going to thank me for it."

Kodak

© Eastman Kodak Company, 1989

VOYAGE TO '39

Nostalgia Reigns at the Queen Mary and Spruce Goose®

By Leonard Shannon

Two of the world's biggest man-made attractions — England's legendary luxury liner Queen Mary and Howard Hughes' huge military flying boat, the Spruce Goose — stand side by side in Long Beach, California.

In a way they are the odd couple of mass transportation.

The Queen Mary was designed to speed 2,000 passengers and a crew of 1,200 in comfort and elegance across the Atlantic. During her 31 years of service and three million miles of travel she did more than that, transporting up to 15,000 men per crossing as a troopship in World War II.

The Spruce Goose was built to carry 750 soldiers and cruise at 190 m.p.h. for 21 hours. It did neither. It made a single one-mile flight at 70 m.p.h. with a small civilian crew and Hughes himself at the controls — and never flew again.

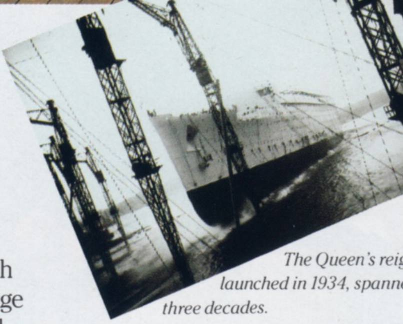
Even so, both the Spruce Goose and Queen Mary stand as singular achievements which visitors look upon with awe.

This year the Queen Mary & Spruce Goose Entertainment Center, where they are harbored, salutes the liner's wartime record with a "Voyage to 1939" celebration. Daily Bon Voyage parties evoke the time 51 years ago when World War II broke out in Europe and put an end to the ship's civilian service. She was the undisputed monarch of the seas, the fastest and most opulent merchant vessel afloat. When the Queen Mary embarked on her last peacetime voyage on August 30, 1939, Bob Hope was among the 2,329 passengers. As she approached New York Harbor, he regaled them with the song that has become his signature: "Thanks for the Memory."

This year the Queen Mary returns to the year 1939. "Voyage to 1939" continues throughout the year, ending with a gigantic New Year's Eve Gala on December 31.

Among the onboard festivities are a musical tour of the ship, a "preview" of a 1930s-type New York revue with live entertainers, and big band music for dancing. The ship's radio broadcasts breaking news stories of 1939.

On shore, an Old English carnival enlivens the Londontowne Village shopping/din-



The Queen's reign, launched in 1934, spanned three decades.

Despite its name, the Spruce Goose took wing only once.

Left: On her last peacetime voyage, Bob Hope sang his thanks to the Queen. Above: Walt Disney was one of the Queen Mary's celebrated passengers.

This year the Queen Mary & Spruce Goose Entertainment Center in Long Beach, California is hosting a gala celebration in memory of the Queen's last peacetime voyage in 1939.

TIME
THE WEEKLY NEWSMAGAZINE
HOWARD HUGHES
Money + brains = fun (sometimes).
(People)

Howard Hughes' mysterious plane was more ghost than goose.

War brides and their children made up the Queen Mary's most precious wartime cargo.

ing complex. "Motorcar Mania Musical Revue" — a freewheeling musical whodunit, and a 1939 Auto Show with bathing beauties modeling swimsuits of yesteryear hold forth under the Spruce Goose Dome.

Offshore spectaculars include a daring vintage aircraft stunt show starring Capt. Sebastian Wright and the Royal Flying Circus.

For guests who wish to extend the experience, staterooms are available aboard the Queen Mary for overnight accommodations.

A Queen with a Past

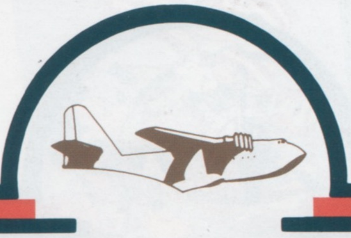
During the war, Adolf Hitler promised Germany's highest military honor and a cash reward of $250,000 to anyone who could sink the Queen Mary. She was hunted, but never snared. Years later, David Niven had some sobering thoughts as he observed the liner at berth in Long Beach. "I made the crossing with 15,000 troops," he mused. "We were packed like sardines but it didn't matter, we were homeward bound. I remember that the teak rails of the upper decks were carved with the initials of countless thousands of GIs who had made the outbound journey to Europe. I wonder now, how many of those men were left behind forever…?"

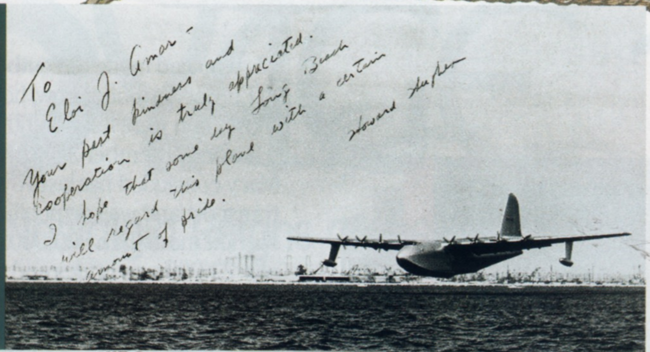
On September 27, 1946, the Queen Mary concluded her last voyage as a troop transport and was demobilized. She had carried more than 800,000 servicemen, plus 22,000 war brides and their children, had traveled more than 600,000 miles, served as Winston Churchill's seaborne headquarters, and played a part in every major Allied campaign of World War II — all without sighting or being attacked by an enemy vessel or aircraft. For the next 20 years she would ply the Atlantic in a splendor unrivaled even by her sister ship, the Queen Elizabeth.

She was, if anything, more regal than before. Millions were spent on refurbishing. All evidence of the hard military usage she had undergone was removed. Furniture, artwork and ornate fittings were reclaimed from storehouses around the world. Elegance and sophistication again were her style, and again she bewitched the rich and famous. On any given crossing one might see such VIPs as the Baron and Baroness Elie de Rothschild, Anthony Eden, Somerset Maugham, Noel Coward, Henry Ford Jr., the Duke and Duchess of Windsor. Stargazers could spot luminaries like Fred Astaire, Cary Grant, Clark Gable, Marlene Dietrich. Walt Disney took the Queen Mary when he went to London for the world premiere of his "Alice in Wonderland" in 1951.

The Queen Mary's accommodations were second to none, and her cuisine ranked with the very best in the world. Only once did the ship's master chef find himself unable to comply exactly with a diner's request. A Texas oilman jokingly ordered "rattlesnake steak," knowing he would certainly stump the chef. Not to be outdone, the chef served the Texan two baked eels while waiters shook baby rattles over them. "Not precisely what the man requested," goes the report, "but certainly a wager-saving substitute."

In 1967, after 1,001 Atlantic crossings, and unable to compete with the speed and frequency of the international jet flights, the Queen Mary was retired from maritime service to begin her new career as a renowned landmark attraction. Too large to go through the Panama Canal, she arrived in Long Beach from Southampton, England, on December 9, after one last great 14,559-mile cruise





To
Eloi J. Amar -
Your past kindness and
cooperation is truly appreciated.
I hope that some day Long Beach
will regard this plane with a certain
amount of pride.
Howard Hughes

During her 31 years of service the Queen Mary traveled more than three million miles.

FLIGHT CREW
2 November 1947
Management and Engineering

Howard Hughes and an unknown number of his civilian crew were on board for the one and only flight of the Spruce Goose.

Actor and soldier David Niven traveled on the Queen in good times and bad.

Vintage automobiles and bathing beauties liven up Voyage to 1939 at the Queen Mary.

around Cape Horn. Her three decades of service at sea were over.

On the day of her launching in 1934, British psychic Mabel Fortescue-Harrison predicted that "the Queen Mary will know her greatest fame and popularity when she never sails another mile and never carries another passenger."

That prophecy has come to pass.

A Proud Bird

For 33 years, the Spruce Goose was the phantom of a political opera starring Howard Hughes and various U.S. senators. Cloaked in secrecy, confined within a cavernous hangar, seen by few, the mysterious white flying boat was more a ghost than a goose. Hughes hid it away after enduring a bitter Senate investigation of his government contracts.

The idea of a giant flying troop- and supply-carrier was the brainchild of shipbuilder Henry J. Kaiser in 1942, when Nazi submarines were sinking thousands of tons of Allied shipping every month. But Kaiser knew nothing about aeronautics, and it fell to Howard Hughes to produce such a seaplane. Hughes came up with plans for a behemoth that would be six times larger than any existing aircraft.

On November 2, 1947, Hughes piloted the $25 million Hercules (later nicknamed the Spruce Goose) into Long Beach harbor for test runs. Spectators, unprepared for such a sight were overwhelmed. Built of birch and a small amount of spruce wood bonded with special glues — materials not essential to the war effort — its smooth, aluminum-lacquered hull glistened like metal in the sun. The fuselage measured 219 feet. The tail was as tall as an eight-story building. The eight propellers were 17 feet in diameter. The wings were so thick a man could stand up inside them. Weighing 200 tons, with a wingspan 20 feet longer than a football field, the Spruce Goose is still the largest airplane ever built.

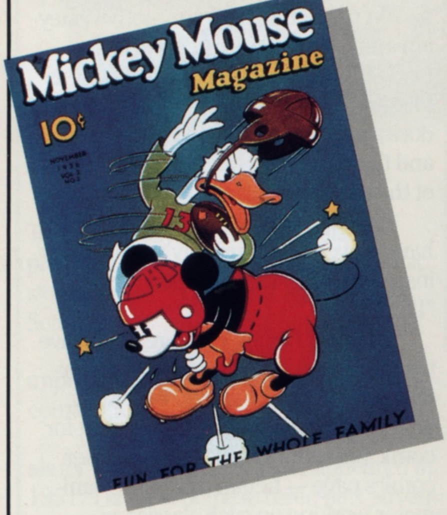
During a few trial runs that November afternoon, Hughes suddenly took the aircraft on a mile-long liftoff. It was entirely unexpected and caught everyone by surprise. After the landing Hughes was elated. "She sure jumped off easy," he said, and went on to talk about how "beautifully" the airplane performed. Having been accused at the Senate hearings of building an unflyable "flying lumberyard," Hughes now had made his point. That figurative thumb to the nose ended his contest with the government; the Senate hearings closed on November 22. But the Spruce Goose never took wing again, and eventually Hughes locked the gigantic flying boat in a hangar where it stayed, sight unseen, until his death in 1976.

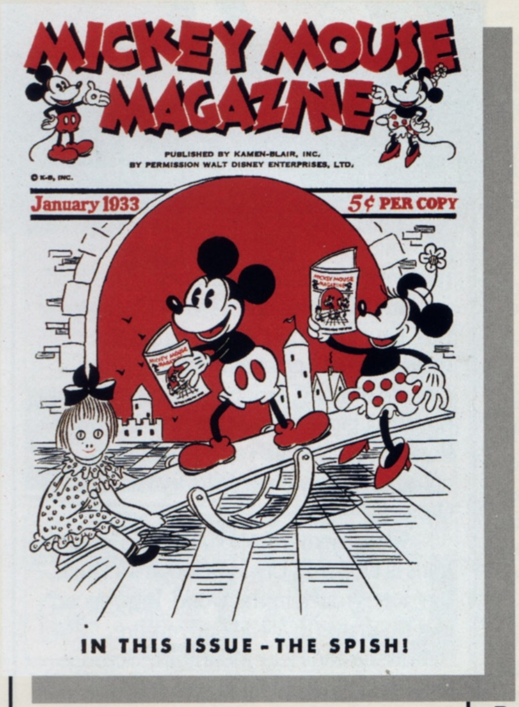
The Spruce Goose was moved from isolation to its present quarters in 1983, and went on public view the same year. Technology has made the graceful aircraft obsolete, but as an aeronautical work of art it is timeless. It is housed inside a three-acre, clear-span aluminum dome, and is bathed in soft lights that dramatize its sculptured beauty.

During the decades that the Spruce Goose was hidden away, fewer than 300 outsiders saw it. Now it is a treasured attraction of worldwide appeal which has gone far beyond Howard Hughes' own hope that "some day Long Beach will regard this plane with a certain amount of pride."

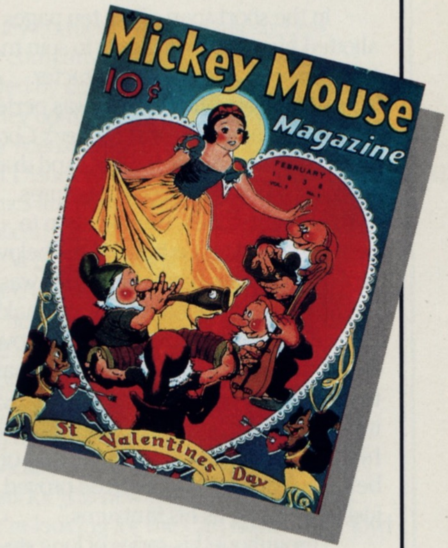
FROM Cartoons to Comics

By Jim Fanning




MICKEY MOUSE MAGAZINE
PUBLISHED BY KAMEN-BLAIR, INC.
BY PERMISSION WALT DISNEY ENTERPRISES, LTD.
January 1933
5¢ PER COPY
IN THIS ISSUE - THE SPISH!

Disney comics: not just kids' stuff.

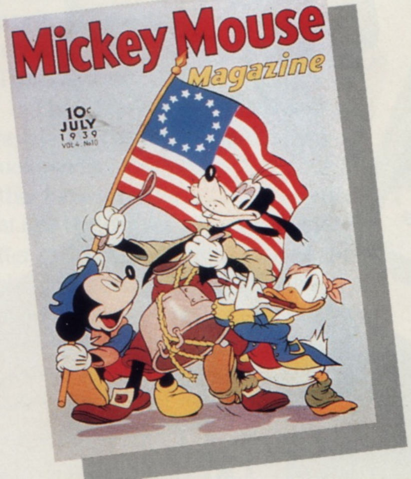


Disney comic books — colorful collections of the comical adventures of Walt Disney's best-loved characters — have been entertaining millions for over fifty years. Today, contemporary scholars, educators and historians recognize that comic books are not just "kids' stuff," but a dynamic art form.

Comic books actually had their beginnings in the popular newspaper comic reprints of the 1920s. The first true comic books — color, magazine-type "books" sold on the newsstands — appeared in the 1930s. In the meantime, the popularity of Mickey Mouse on the screen and in his own newspaper comic strip (brilliantly drawn and plotted by Floyd Gottfredson) led to the first Disney periodical, *Mickey Mouse Magazine*. Published regularly beginning in 1935, after starting life as a giveaway earlier in the decade, this "Fun Book For Boys and Girls To Read To Grownups" featured jokes, puzzles, stories — and comic material, both original and reprinted newspaper strips.

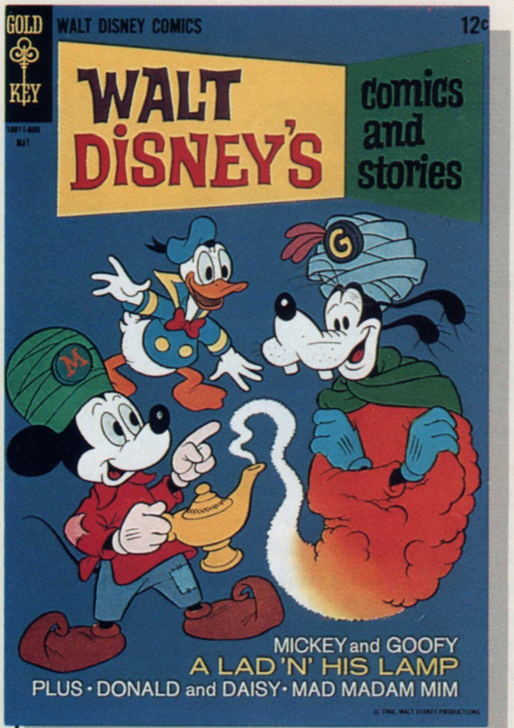
The success of DC Comics, Inc.'s *Superman* in the late 1930s created a great demand for comic books, so *Mickey Mouse Magazine* gradually made the transition. In 1940, the title was changed to *Walt Disney's Comics and Stories*, the first regularly published Disney comic book. Still published today, this anthology of Disney comics is arguably the longest running comic book in history — over 50 years of nearly uninterrupted publication.

From the start, Disney's two greatest stars were the main attraction of *Walt Disney's Comics* — Donald Duck, at first in reprints of the newspaper comic drawn by Al Taliaferro and written by Bob Karp, and Mickey Mouse in the serialized adventures of Gottfredson's reprinted strip. But the comic book had proven itself to be an art medium in its own right; the time had come for original Disney comic book material.



The first original Disney comic book, "Donald Duck Finds Pirate Gold," was published by Western Publishing Company in 1942. A 64-page adventure based on storyboards for an unproduced animated feature, "Pirate Gold," was drawn by members of the same story team responsible for developing the Donald Duck animated shorts, Jack Hannah and Carl Barks. Though Jack Hannah stayed in animation, Carl Barks was to enter the comic book field for a career extraordinary in its length, output, and artistic achievement.

A self-taught artist, Carl Barks worked as a magazine cartoonist before joining the Walt Disney animation staff in 1935, where he did story work on the



Donald Duck cartoons. Shortly before he left the Studio in 1943 to become a freelance cartoonist, Barks was asked to draw the first original Donald Duck story, and for nearly twenty-five years after, he both wrote and drew almost every monthly Donald ten-page story for *Walt Disney's Comics*.

In his first stories, Barks drew heavily on the tradition established in the animated cartoons — Donald in comical conflict with his nephews Huey, Dewey and Louie. Sight gags and physical humor abound in these early stories as Donald and the boys heap abuse on each other, with Donald usually the sore loser. As time went on, Barks sharpened his comic book artist/writer skills.

In the short span of the ten pages allotted him, Barks was able to spin masterpieces of comedy and character.

At the same time Barks was perfecting his technique in *Walt Disney's Comics*, he was beginning to write and draw full-length *Donald Duck* adventures. In these long stories, Barks began to develop Donald even beyond the beloved screen character. Barks believes it was the first original Donald story, "Donald Duck Finds Pirate Gold," that ". . . proved to the publishers that Donald didn't have to be in constant turmoil in order to be interesting. His bungling mistakes and his blissful innocence of danger and of being outrageously victimized proved just as amusing as his tantrums."

Throughout this series of long stories published between 1943 and 1958, Donald journeys to Egypt, the frozen North, South America, the West Indies, ancient Persia and many other exotic locales in search of lost treasure, missing relatives, and high adventure.

In dreaming up so many Duck stories, long and short, Barks found the need to create new characters to give Donald trouble. Among them are the crackpot genius Gyro Gearloose ("Inventions While-U-Wait") and Donald's cousin, the obnoxiously lucky Gladstone Gander.

Most memorable of all Barks' creations is Donald's Uncle Scrooge McDuck, the richest duck in the world. Introduced in a small role in a 1947 adventure, "Christmas on Bear Mountain," Scrooge appeared again the next year in "The Secret of the Old Castle," set on the misty moors of Scrooge's native Scotland.

"He went on from that spooky tale into other supporting roles," Barks has noted, "and each new story added more facets to his personality and bulk to the size of his money hoard."

In 1952 he was given his own comic which, under the title of *Uncle Scrooge*, soon rose to the top of all newsstand comic book sales.

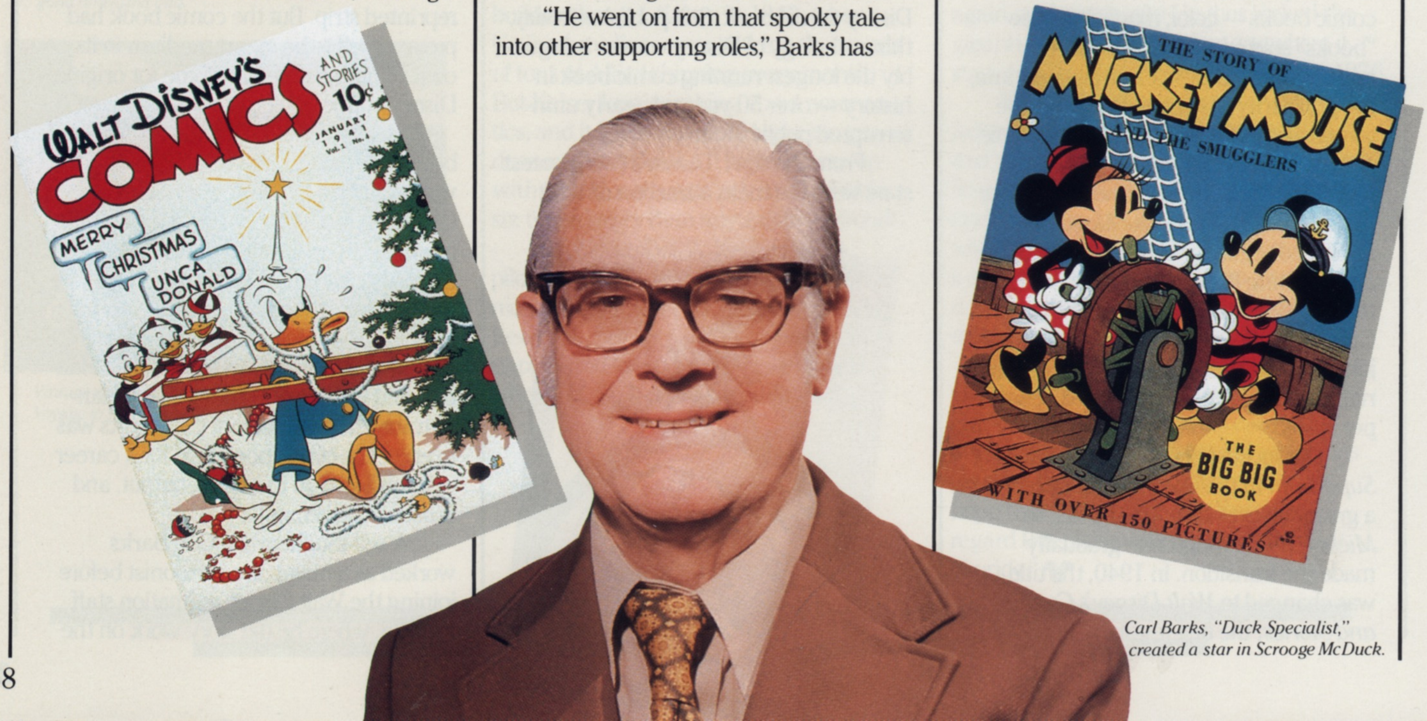
Together with Donald and the intrepid nephews, Scrooge has dived to the lost city of Atlantis, rocketed toward a 24-karat gold moon, and visited the hidden Himalayan paradise of Tralla La.

In protecting his mammoth money bin and its three cubic acres of cash, Uncle Scrooge fights off such villains as Flintheart Glomgold (the *second* richest duck), the evil sorceress Magica DeSpell, and the dimwitted but dangerous gang of thieves, the Beagle Boys.

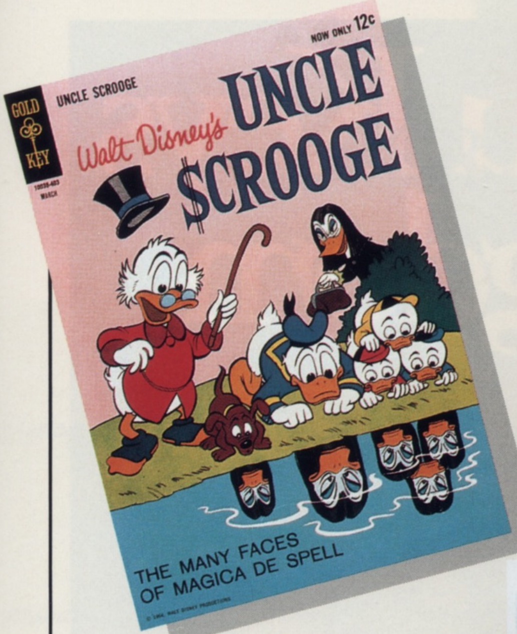
Scrooge's comic book adventures have proved so enduringly popular they inspired Disney's hit television series "DuckTales."

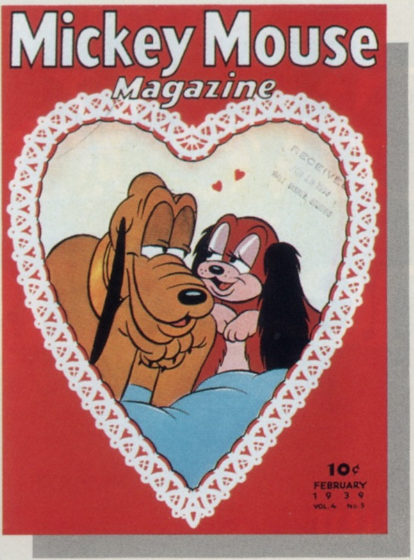
Many of Disney's feature films have been adapted into the comic book format by a variety of artists. Walt Kelly, who would later create *Pogo*, — first for comic books and then the newspaper comics page — began as a Disney animator working on such classics as "Pinocchio" (1940) and "Fantasia" (1940). Kelly created charming comic book adaptations of both "Pinocchio" and "The Three Caballeros" (1945). (Kelly also did many of the early covers for *Walt Disney's Comics and Stories*.)

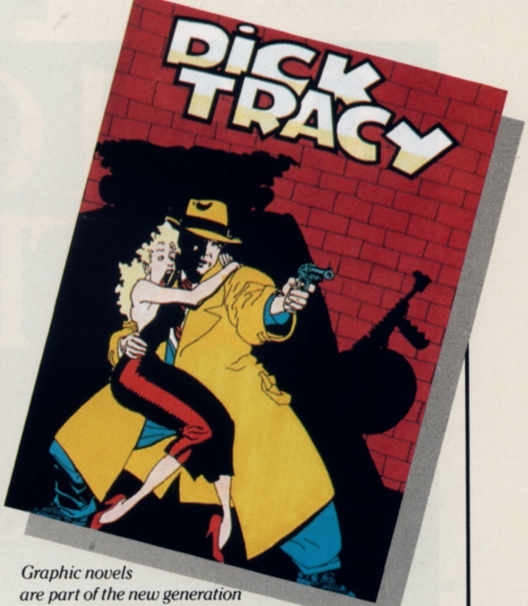
Al Hubbard's delicate, fine-line style gave an illustrative, storybook quality to his comic book versions of such Disney movies as "Peter Pan" (1953), "Sleeping Beauty" (1959), and "Lady and the


WALT DISNEY'S COMICS AND STORIES
10¢
JANUARY 1941
Vol. 1 No. 4
MERRY CHRISTMAS UNCA DONALD
THE STORY OF MICKEY MOUSE AND THE SMUGGLERS
THE BIG BIG BOOK
WITH OVER 150 PICTURES

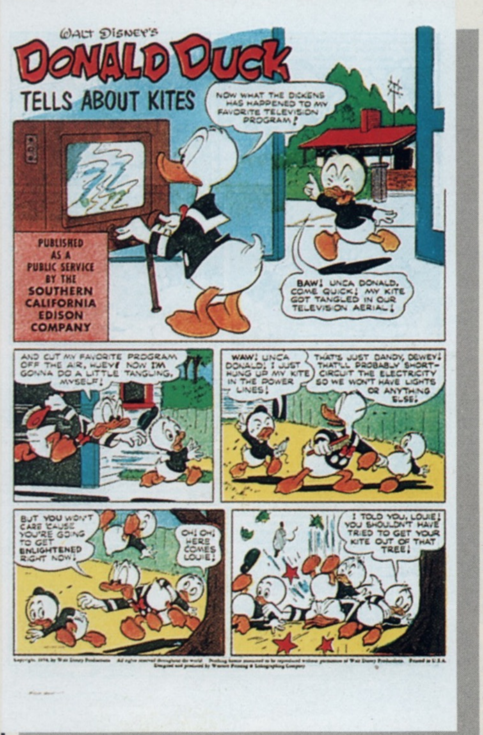
Carl Barks, "Duck Specialist," created a star in Scrooge McDuck.


GOLD KEY
UNCLE SCROOGE
NOW ONLY 12¢
Walt Disney's UNCLE $CROOGE
THE MANY FACES OF MAGICA DE SPELL


Mickey Mouse Magazine
10¢
FEBRUARY 1939
VOL. 4 No. 5



Graphic novels are part of the new generation of Disney comics.


WALT DISNEY'S
DONALD DUCK
TELLS ABOUT KITES
NOW WHAT THE DICKENS HAS HAPPENED TO MY FAVORITE TELEVISION PROGRAM!
PUBLISHED AS A PUBLIC SERVICE BY THE SOUTHERN CALIFORNIA EDISON COMPANY
BAW! UNCA DONALD, COME QUICK! MY KITE GOT TANGLED IN OUR TELEVISION AERIAL!
AND CUT MY FAVORITE PROGRAM OFF THE AIR, HUEY! NOW I'M GONNA DO A LITTLE TANGLING, MYSELF!
WAW! UNCA DONALD! I JUST HUNG UP MY KITE IN THE POWER LINES!
THAT'S JUST DANDY, DEWEY! THAT'LL PROBABLY SHORT-CIRCUIT THE ELECTRICITY SO WE WON'T HAVE LIGHTS OR ANYTHING ELSE!
BUT YOU WON'T CARE 'CAUSE YOU'RE GOING TO GET ENLIGHTENED RIGHT NOW!
OH! OH! HERE COMES LOUIE!
I TOLD YOU, LOUIE! YOU SHOULDN'T HAVE TRIED TO GET YOUR KITE OUT OF THAT TREE!

Tramp" (1955). Hubbard was also the principal artist on the many comic book stories starring Lady and Tramp's pup, Scamp.

Mickey Mouse himself plays an important role in the story of the Disney comic books.

The first original Mickey Mouse serials for *Walt Disney's Comics* appeared in 1951. The best of these three-part adventures were written by Carl Fallberg and drawn by premier Mouse artist Paul Murry.

Like Carl Barks, Paul Murry was an untrained artist whose natural talent landed him a job in Walt Disney's animation department in 1938. Working as assistant animator to top Disney artist Fred Moore, Murry absorbed Moore's energetic, charming style.

Murry worked on classics such as "Pinocchio," "Dumbo" (1941) and "Song of the South" (1946), but found he liked comics work better. After several years of drawing various Disney comic strips, Murry began drawing comic book stories in 1949; he continued as a Disney comic artist for over thirty years.

In the *Walt Disney's Comics* serials which became Murry's specialty, Mickey is the clever, resourceful detective with the dim but devoted Goofy at his side.

Murry's artwork is clean and uncluttered, with heavy lines. His Mickey is round and solid, while his Goofy is easily identified by his special hand-in-front-of-his-mouth pose — an attitude Murry created to, as he put it, "… make Goofy look more stupid."

Other artists also drew Mickey Mouse for the Disney comic books. Bill Wright, who had assisted Floyd Gottfredson on the Mickey daily strip and drew the Sunday pages during World War II, drew some of the best of the full-length Mickey adventures.

Dick Moores, the award-winning writer/artist of the *Gasoline Alley* comic strip, essayed several Mickey adventures, including "The Wonderful Whizzix," a whimsical story about a car with a mind of its own. This comic, reportedly a favorite of Disney producer Bill Walsh, may have influenced him in producing "The Love Bug" (1969).

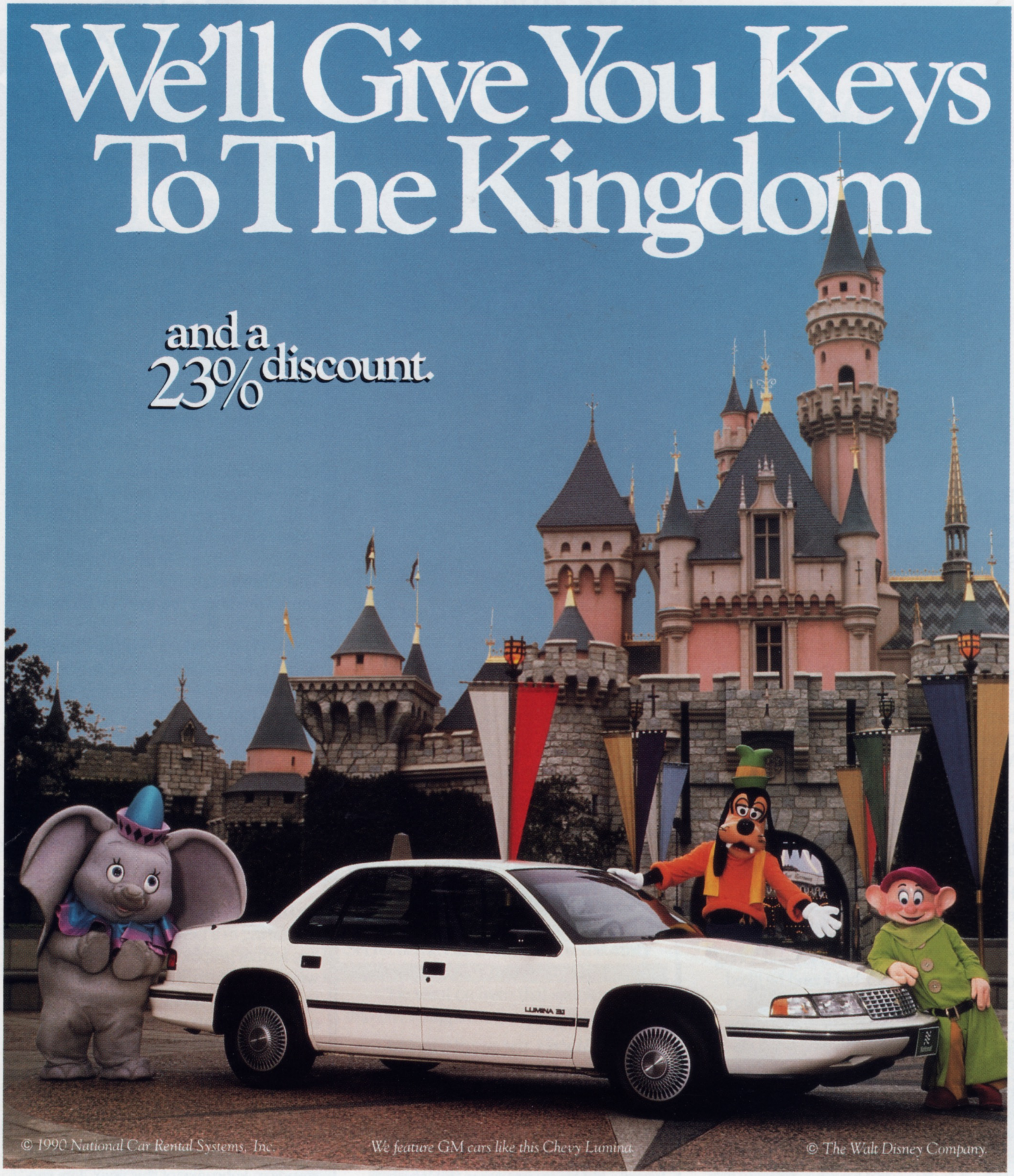
The Disney comics flourished until the late 1960s and '70s, when comic books suffered a decline. Television and other forms of entertainment seemed to eat into the comics' readership. In 1984, after more than 40 years, Western Publishing Company ceased publication of Disney comics altogether, but just a year later a small publishing firm, Gladstone Publishing Ltd. (named after Donald's ultra-lucky cousin), resurrected the Disney comics to resounding success. The company, which is owned and staffed by comics collectors, published Disney comics until this year, when their licensing agreement with The Walt Disney Company expired. Disney comics are now a product of Walt Disney Publications, Inc.

WD Publications Publisher Randy Achee is enthusiastic about the Company's new venture. "We are going to produce an expanded line of comics," he says, "to broaden the audience beyond the collectors' market. We'll be going with both updated and brand-new titles." WD Publications will also be looking at new artists for this new generation of comics. "We're looking for the Carl Barks and Floyd Gottfredson of the future," says Achee.

In addition to running classic comics and new material, Disney comics are also appearing in a new format — the "prestige format graphic novels" (with heavyweight paper, sturdy covers, and upgraded color work, sometimes computer-enhanced). "We plan to produce a number of these books," says Achee, "based primarily on characters from Disney movies, for example, Dick Tracy and Roger Rabbit."

The first Dick Tracy graphic novel, *Dick Tracy: Big City Blues*, hit the newsstands in February of this year. The second, *Dick Tracy Versus the Underworld* will be out in April, followed by *Dick Tracy: The Movie* in June. A compilation of all three will be available in July.

The Walt Disney comic books are in the midst of a new era, a renaissance of new material, new audiences and new respect. All this "newness" is held in place by one "old-fashioned" idea — quality. It's that tradition that should keep Mickey, Donald and the gang romping across those colorful panels for at least another 50 years.



© 1990 National Car Rental Systems, Inc.

We feature GM cars like this Chevy Lumina.

© The Walt Disney Company.

National's fast, friendly service and well-maintained rental cars can whisk you to the MAGIC KINGDOM® Park in style. And, you'll save, too . . .with discounts exclusively reserved for Magic Kingdom Club members.

Just show your Magic Kingdom Club card at the time of rental. You'll receive a discount off National's Business Rates . . . 23% on whatever size and style of car you need.

Save 10% on weekend, holiday and weekly rates . . . rates that are rarely discounted!

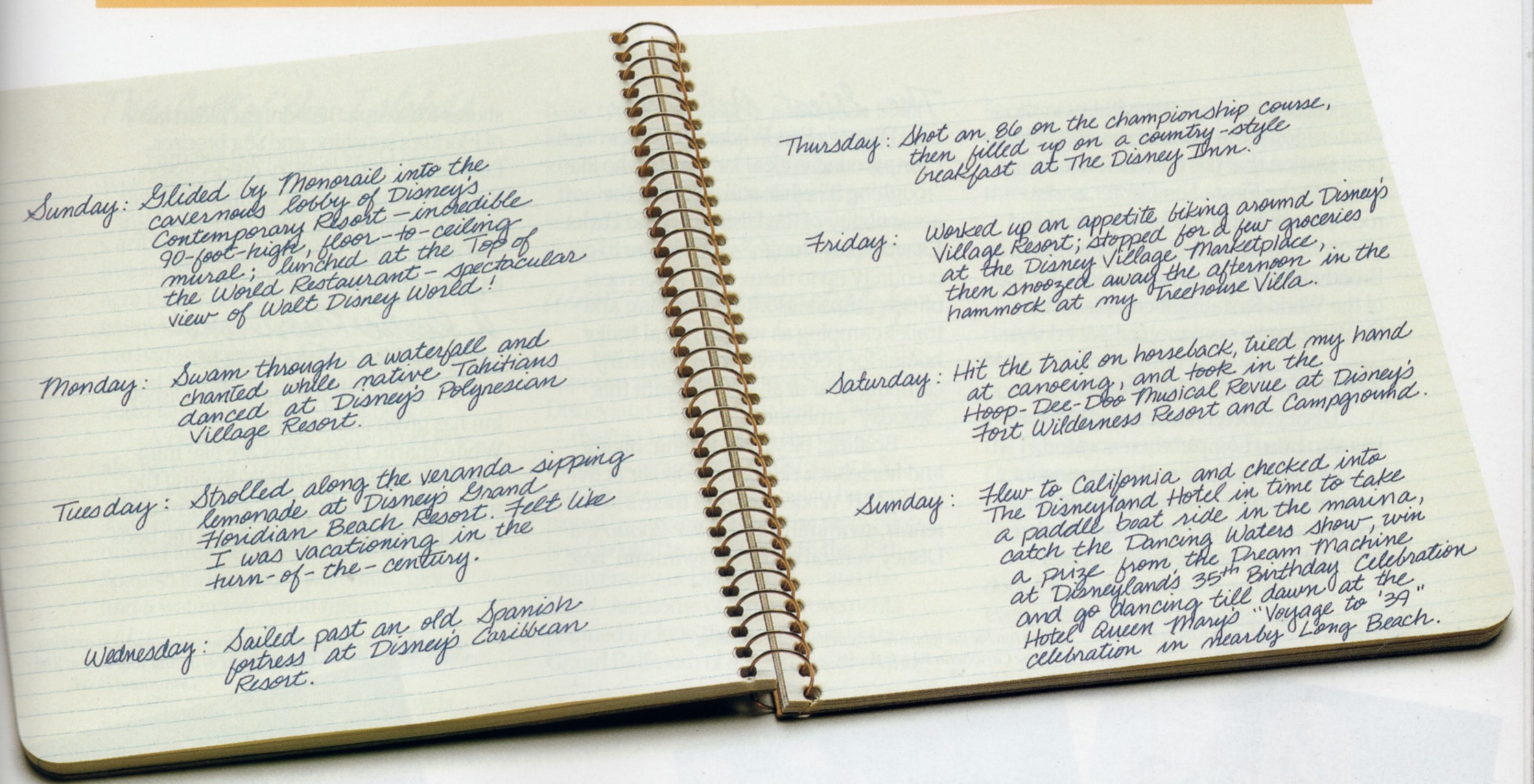
Just show us your Magic Kingdom Club card. We'll be delighted to give you the keys to the kingdom . . . at savings you'll appreciate!

National Car Rental®

The official car rental company of Walt Disney World & Disneyland

"Discounts do not apply to tour packages."

RESORTING TO DISNEY FUN



Sunday: Glided by Monorail into the cavernous lobby of Disney's Contemporary Resort — incredible 90-foot-high, floor-to-ceiling mural; lunched at the Top of the World Restaurant — spectacular view of Walt Disney World!

Monday: Swam through a waterfall and chanted while native Tahitians danced at Disney's Polynesian Village Resort.

Tuesday: Strolled along the veranda sipping lemonade at Disney's Grand Floridian Beach Resort. Felt like I was vacationing in the turn-of-the-century.

Wednesday: Sailed past an old Spanish fortress at Disney's Caribbean Resort.

Thursday: Shot an 86 on the championship course, then filled up on a country-style breakfast at The Disney Inn.

Friday: Worked up an appetite biking around Disney's Village Resort; stopped for a few groceries at the Disney Village Marketplace, then snoozed away the afternoon in the hammock at my Treehouse Villa.

Saturday: Hit the trail on horseback, tried my hand at canoeing, and took in the Hoop-Dee-Doo Musical Revue at Disney's Fort Wilderness Resort and Campground.

Sunday: Flew to California and checked into The Disneyland Hotel in time to take a paddle boat ride in the marina, catch the Dancing Waters show, win a prize from the Dream Machine at Disneyland's 35th Birthday Celebration and go dancing till dawn at the Hotel Queen Mary's "Voyage to '39" celebration in nearby Long Beach.

By Bobbi Dorsch

Enjoy Monorail access and a worldwide view at the Contemporary Resort.

Experience the excitement of the Islands at the Polynesian Resort.

Rough it — Disney style — in the great outdoors of Fort Wilderness Campground.

Turn back the clock to Victorian elegance at the Grand Floridian Resort.

It's true. A traveler could stay at a different Disney Resort every day for a week and enjoy a completely different experience with each stop. While the above itinerary is not what many travel agents would recommend, it does illustrate the point that the vacation possibilities at Walt Disney World Resort in Florida and Disneyland Park in California offer an incredible variety of choices. And, it's not over yet! Coming soon, four more luxury accommodations — Disney's Yacht and Beach Club Resorts, and Disney's Port Orleans and Dixie Landings Resorts — will be added to the line-up.

New Concept in Lodging

The Disney vacation resort story began in 1971 when Walt Disney World first opened to the public. Even then, guests had three distinctively different choices — Disney's Contemporary Resort, Polynesian Resort, and Fort Wilderness Resort and Campground. The idea was not just to provide lodging, but to give visitors a themed experience just as exciting and innovative as their visit to the Magic Kingdom.

A Resort for Today

Extensive refurbishment in the last two years has made Disney's Contemporary Resort once again live up to its name.

There is an energetic vitality to the Contemporary — from the bustling Monorail Station that ties it to the Theme Parks, to the Fiesta Fun Center, a vast room chock-full of the latest pinball and electronic games. Beautiful views and a Broadway-style musical review at the Top of the World Restaurant complete the Contemporary's unique, fast-paced style.

Tropical Paradise

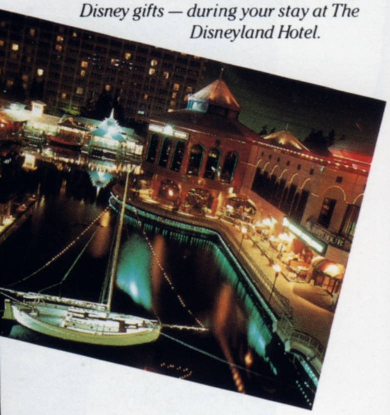
Disney's Polynesian Village Resort has also been completely renovated, updating its comforts without losing its tropical charm. The atmosphere is easy and relaxed. A three-story high garden in the lobby of the Great Ceremonial House sets the mood. A towering fountain of volcanic rock is surrounded by anthuriums, banana trees, ferns, gardenias, orchids, coconut palms, and brilliantly colored macaws. On either side of this building are eleven two- and three-story "longhouses," each named for various Pacific islands.

Improve your score on the immaculate greens of The Disney Inn.

Find fun for the whole family in the tropical setting of the Caribbean Beach Resort.

Relax in the secluded comfort of your own villa at the Disney Village Resort.

Join two birthday celebrations — and win exciting Disney gifts — during your stay at The Disneyland Hotel.



A powdery, white-sand beach borders the resort to the north offering a wide selection of water sports from outrigger canoes to waterskiing excursions. The Polynesian Revue at Luau Cove continues to amaze and delight visitors nightly.

The Great Outdoors

Disney's Fort Wilderness Resort and Campground is ideal for guests who like "roughing it" while still enjoying the accessibility of the Disney Theme Parks. Exactly how "rough" visitors care to go is entirely up to them. Fort Wilderness offers campsites for tent camping and trailer camping as well as rental trailer homes for people who don't own any camping gear at all but still want that "woodsy" ambience.

Boating, bicycling, fishing, hiking and horseback riding are popular activities at Fort Wilderness, but there's also tennis, swimming and *River Country,* a Disney version of the old swimmin' hole.

Old Fashioned Elegance

On the opposite end of the spectrum, one of the newest, and certainly the most elegant, of the Walt Disney World resorts is the Grand Floridian Beach Resort. Like the Polynesian, the pace is peaceful and relaxed, but in an entirely different fashion — *old-fashioned.*

The Grand Floridian recalls the days when politicians, land barons and wealthy socialites flocked to southern shores to escape the winter chill in favor of Florida's sunshine and sea breezes. Like its late-19th-century predecessors, the resort boasts broad verandas, wicker rockers, ceiling fans, intricate latticework and balustrades, turrets, and towers topped with red-shingled roofs.

A Rustic Resort and a Golfer's Paradise

A recent remodeling at The Disney Inn has given it a countrified, Snow White charm. The rooms are like mini-suites with a sofa and table dividing the sitting and sleeping areas. The furniture is a light oak with cozy quilts on the beds and a pleasant, homespun atmosphere.

The Disney Inn is a landlocked resort, but what it lacks in water sports, it makes up for as a golfer's paradise with two par-72, Joe Lee-designed championship courses. The first course, the Magnolia, plays from 5,414 (ladies) to 7,190 (championship) yards. The second, the Palm is a shorter, tighter course and is ranked by *Golf Digest* magazine among the top one hundred courses in the United States.

The Call of the Islands

Families traveling to Walt Disney World have several affordable options. One of the most attractive is Disney's Caribbean Beach Resort, comprised of five separate villages surrounding a 42-acre lake. Each village is themed to a different Caribbean island — Martinique, Barbados, Trinidad, Aruba and Jamaica — and features its own swimming pool, guest laundry and lake-front beach.

A center complex, called Port Royale, houses six counter-service restaurants, a shop, gameroom and lounge. Just outside Port Royale is a lakeside recreation area centered around an old Spanish fortress with waterfalls, slides, and a watercraft rental marina.

Home Away from Home

Still another family alternative is Disney's Village Resort — sort of a home away from home. There are five basic types of villas, each available in different sizes and many equipped with full kitchens. One of the most popular is the "Treehouse" villa, an octagonal house set up on stilts in a secluded wooded section of the Walt Disney World property.

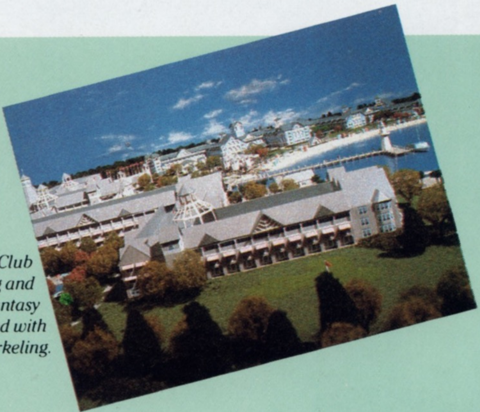
West Coast Hospitality

Far from Walt Disney World, on the opposite side of the United States, Disneyland Hotel in Anaheim, California — the first hotel to carry the Disney name — is currently undergoing a $35 million interior renewal. Set to be completed by summer, 1990, the renovation is scheduled to coincide with the 35th anniversary of Disneyland — and the Hotel. Just some of the improvements planned include the installation in the Grand Ballroom of a new crystal chandelier imported from Italy, plus the addition of glass cases exhibiting historical Disneyland artifacts and memorabilia throughout the Hotel's common areas.

As part of the Disneyland Hotel's 35th birthday celebration, guests who visit between January 1 and October 5, 1990, will also be eligible for a daily drawing for Kodak cameras, Mickey Mouse plush toys and anniversary posters. Then, every 35 days, a special winner will receive a return trip to the Hotel for a birthday celebration in October complete with passports to Disneyland and round-trip airfare on Delta Air Lines.

From the lap of luxury to the outdoor life, there's a Disney resort to fit every taste and every budget.

IN THE WORKS



The Disney Beach and Yacht Club Resorts, opening this spring and summer, will share Fantasy Lagoon, a water wonderland with slides, rapids,and snorkeling.

A touch of New England is set to open this spring and summer at Walt Disney World in the form of Disney's new Yacht and Beach Club Resorts. Set on the shores of a 25-acre lake, the two hotels have different, but complementary, architectural styles. The Yacht Club Resort is a five-story, oyster gray clapboard structure reminiscent of New England seashore cottages of the 1880s. The Beach Club is blue and white with colorfully patterned walkways and beachside cabanas reflecting the seaside resorts of the 1870s.

Both properties share a common public area centered around Fantasy Lagoon, a two-and-a-half-acre recreation area highlighted with water slides leading from a shipwreck plus a unique snorkeling experience in a sand-bottom lagoon stocked with freshwater Florida fish.

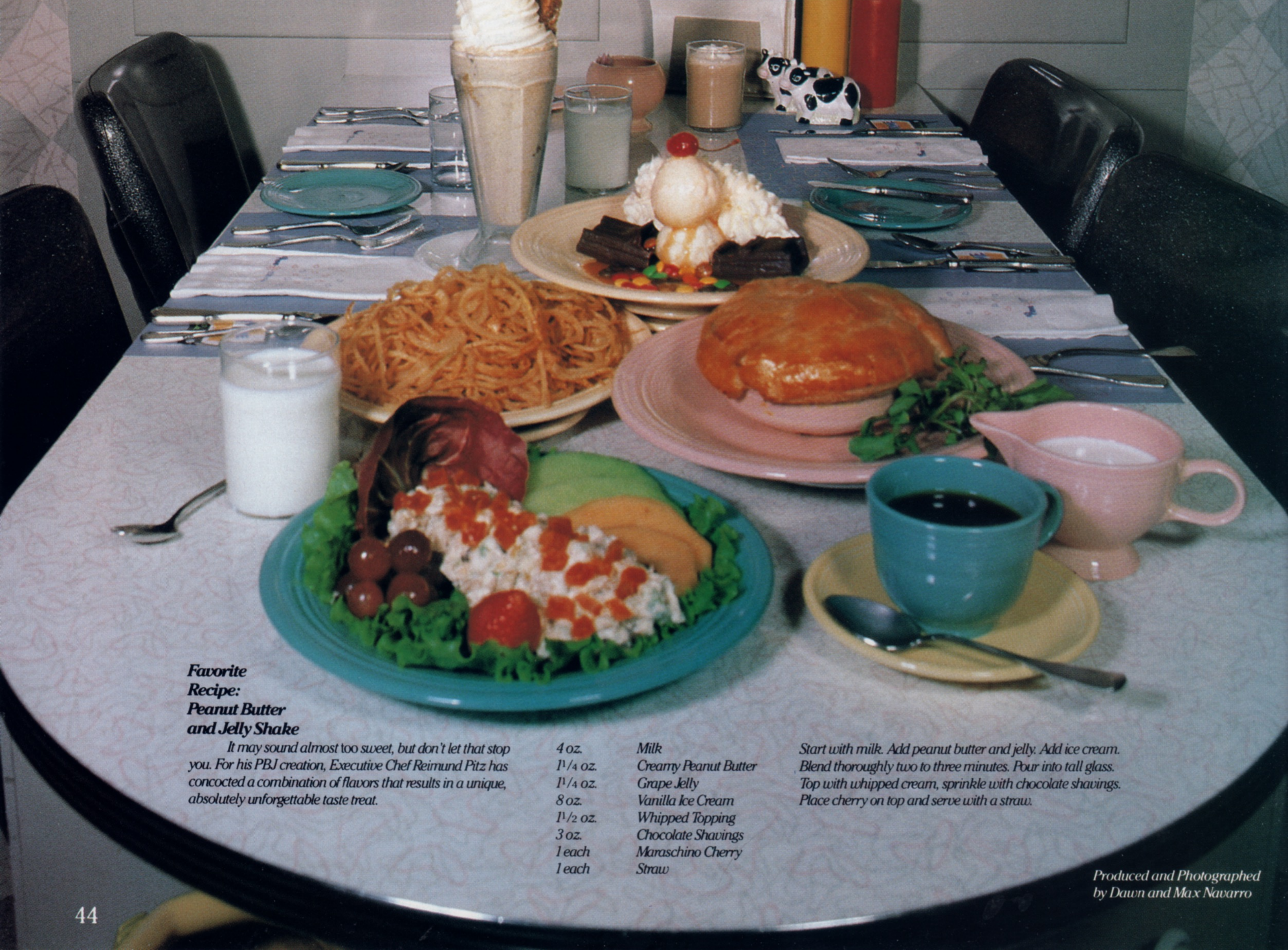
Meanwhile, site preparation is underway on a 325-acre woodland setting for two new hotels designed to capture the romance of the Mississippi River — Disney's Port Orleans and Dixie Landings Resorts.

Disney's Port Orleans will remind visitors of New Orleans' French Quarter and is set to be completed by fall 1991. Dixie Landings will feature two Southern themes — the plantation-style mansion and the rustic bayou — and is currently scheduled to open in late 1992. At the heart of each resort village will be a boat landing on the waterway linking the themed complex with the Disney Village Marketplace and Pleasure Island.

'50s PRIME TIME CAFE

During the 1950s, television became part of America's dining ritual. Visitors to the '50s Prime Time Cafe at the Disney-MGM Studios Theme Park relive this ritual. Seated at formica-covered tables in semi-private kitchenettes, they dive into Mom's specialties, served up by "Mom" herself (ably assisted by "Brother" and "Sister), while enjoying their favorite sitcoms—"I Love Lucy," "I Married Joan," "The Real McCoys" and more. Among Mom's most requested treats are Chicken Pot Pie, Onion Rings, Chicken Salad, Milk Shakes, and for dessert, "The Hot Rod."

Sweet treats.



Favorite Recipe: Peanut Butter and Jelly Shake

It may sound almost too sweet, but don't let that stop you. For his PBJ creation, Executive Chef Reimund Pitz has concocted a combination of flavors that results in a unique, absolutely unforgettable taste treat.

4 oz.	*Milk*
1¼ oz.	*Creamy Peanut Butter*
1¼ oz.	*Grape Jelly*
8 oz.	*Vanilla Ice Cream*
1½ oz.	*Whipped Topping*
3 oz.	*Chocolate Shavings*
1 each	*Maraschino Cherry*
1 each	*Straw*

Start with milk. Add peanut butter and jelly. Add ice cream. Blend thoroughly two to three minutes. Pour into tall glass. Top with whipped cream, sprinkle with chocolate shavings. Place cherry on top and serve with a straw.

Produced and Photographed by Dawn and Max Navarro

Don't Just Cruise The Caribbean Cruise The Royal Caribbean.

If you're looking for the best cruise in the Caribbean, no one can offer you a better experience than Royal Caribbean. Because no one knows the Caribbean better than we do.

We take you to the most beautiful destinations. Accommodate your interests with carefully planned 7-, 8- and 10-day itineraries. Treat you with the most impeccable service. And give you a vacation value unsurpassed in the Caribbean—and the world.

No wonder we've consistently earned top honors, including "Cruise Line of the Year."

All cruise lines are not the same. When you're ready for something better, then Royal Caribbean is ready for you.

©Disney

MAGIC KINGDOM
CLUB®
TRAVEL CENTER

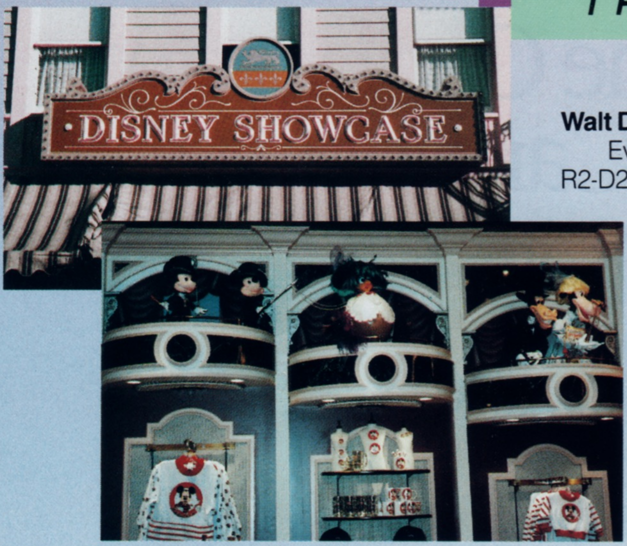
For reservations or further information about Royal Caribbean cruises, please call:
800-334-4017

ROYAL CARIBBEAN

When you're ready for something better.™

Song of Norway · Sun Viking · Nordic Prince · Song of America · Sovereign of the Seas

Ships of Norwegian Registry.



In Disney Showcase at Disneyland, Mickey and his friends enjoy the activity from their balcony seats.

Disneyland

The Disney Preview Center which held court next door to Town Square Cafe for more than 15 years closed its doors last October to make way for a new concept in merchandising. Now appearing in the same location is **The Disney Showcase**.

True to its name, the new shop spotlights past and present Disney film releases through specialty merchandise — clothing, figurines, books, plush, and jewelry. Some Disney stars already immortalized include Roger Rabbit, the cast of "The Little Mermaid," Chip 'n' Dale's Rescue Rangers, and the "DuckTales" gang.

In addition, Disney Showcase also features mementos from special Disneyland themes, such as "Blast to the Past" and "State Fair."

Situated as it is on Main Main Street, U.S.A., Disney Showcase is designed as a small theater with a turn-of-the-century theme. Mickey, Minnie, Goofy, and a host of other friends watch the activity from their balcony seats above the shopping gallery.

Shoppers are also invited to take a sneak peek at the newest Disney film on the shop's video monitor.

Walt Disney World

Even as Chewbacca, C-3P0, and R2-D2 are settling into their new home at the Disney-MGM Studios Theme Park at Walt Disney World Resort in Florida, another "family" is getting ready to move in — **the Muppets**. In June, Jim Hensen's creations join Mickey and Co. for a spectacular Hollywood-style debut.

Riding in their own **"MuppetMobile,"** Kermit the Frog and Miss Piggy will join the prestigious escort contingent in the daily Hollywood motorcade for the visiting "Star Today" celebrity. Close behind them will be a double-decked Muppet bus carrying the members of the wild and wooly **Electric Mayhem Band** — Dr. Teeth, Floyd, Animal and Janice.

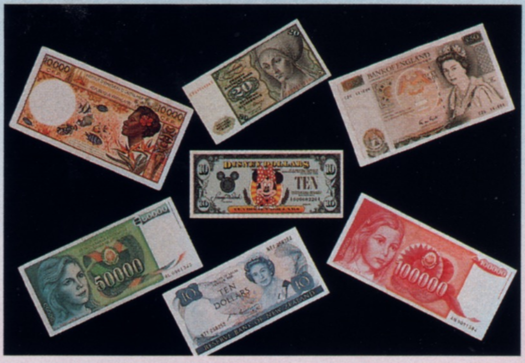
The Muppets will take to the stage in their own theater several times a day for a show filled with songs, dance and laughs — with Kermit as Master of Ceremonies, of course. Between shows, the cast will again join the Disney characters to meet with guests, pose for pictures and sign autographs.

Over in the Magic Kingdom a new parade has the whole Park singing. It's the **"Disney Character Hit Parade,"** featuring scenes and songs from your favorite Disney films. Over 100 performers depict 14 memorable moments in Disney film history as the parade winds its way down Main Street, U.S.A.

Treasured tunes include "The Wonderful Thing About Tiggers," "Whistle While You Work," "Never Smile at a Crocodile," and "The Unbirthday Song."

Disney Dollars

Disney's "currency of the realm" has once again broken tradition. On November 20, 1989, Disney Dollars issued its first ten-dollar denomination bill — featuring the feminine visage of American heroine Minnie Mouse. Although from ancient Greece to the modern British Empire famous women from history, royalty and mythology have appeared on paper money, this marks only the second time in U.S. history that a famous female has been so honored. The first was "founding mother" Martha Washington who appeared on the 1886 and 1891 one-dollar U.S. silver certificates.

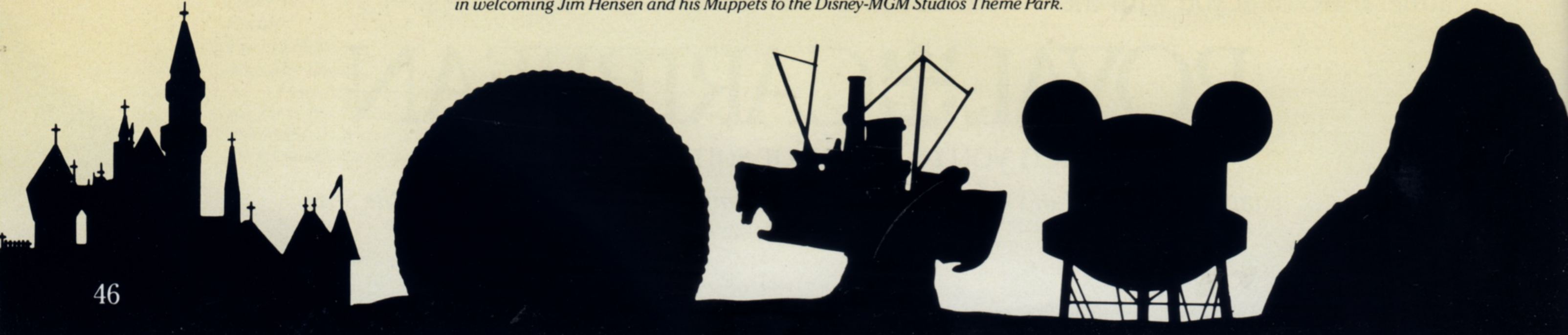


Our own Minnie Mouse joins famous women of history, royalty and mythology in gracing the currency of her realm.

The new Minnie ten-dollar bill is now available at Disneyland, Walt Disney World and the Disney Stores. If you prefer to order by mail, you can call the Walt Disney World Resort mail order department at (407) 824-4321, or write to Walt Disney World Ticket Mail Order, P.O. Box 10030, Lake Buena Vista, FL 32830-0030.

Disney MGM STUDIOS

The Walt Disney Company Chief Executive Officer Michael Eisner joined Mickey and Minnie in welcoming Jim Hensen and his Muppets to the Disney-MGM Studios Theme Park.



Only
$9.95*
each!

The Disney Character Ornament Collection

Start collecting now and make next year's tree the best ever!

Christmas may still be a long way off, but it's a great time to start your collection of original hand-painted ornaments featuring your favorite Disney characters.

Mickey is all wrapped up in a strand of Christmas lights. Donald flies through the air blowing his trumpet. Jiminy Cricket swings on a candy cane. Here, too, are Dumbo, Pinocchio, Daisy Duck and Pluto.

Designed by the artists of The Walt Disney Company, all 14 of these enchanting ornaments are finely detailed, meticulously hand-painted and utterly captivating. Their bright, happy, Christmastime colors will add zest to your tree for many holiday seasons.

At just $9.95* each, the ornaments are an outstanding value. But you cannot find them in any store. They are available exclusively from Grolier Collectibles, and *only* by direct subscription.

Imagine the sheer fun of receiving one new Disney Character Ornament each month. By next Christmas, you'll have the entire family of Disney characters to make it a holiday to remember.

Send no money now. Simply complete and return the Subscription Application, and start anticipating the joy of Christmas today!

Disney Characters © The Walt Disney Company
© 1990 Grolier Enterprises Inc.

*Plus shipping and handling. Sales tax in NY and CT.

Subscription Application

YES! Please enter my subscription to The Disney Character Ornament Collection, designed by the artists of The Walt Disney Company. My 14 ornaments will be sent to me at the rate of one each month, at $9.95* (plus $1.69 shipping and handling) per ornament. I may return any ornament within 14 days, at your expense, for prompt refund or replacement. As a subscriber I will receive, for free examination, all new ornaments issued as annual additions to The Disney Character Ornament Collection. And I may cancel my subscription at any time by following the instructions on the invoice accompanying my shipment. At about the time of my fourth shipment I will also receive a FREE STORAGE BOX. 50566-1

MAIL TO: GROLIER COLLECTIBLES, LTD.
P.O. Box 1797, Sherman Turnpike, Danbury, CT 06816

☐ Bill me ☐ Please charge each ornament, upon shipment, to my:
☐ VISA ☐ MasterCard Exp. ________ mo./yr.

Acct. # ________

Signature ________

Name ________ (Please print)

Address ________ Apt. ________

City ________ State ________ Zip ________

Do you have children? ☐ Yes ☐ No Age(s): ________ GBD

*Sales tax is extra in NY and CT. Please allow 6 to 8 weeks for delivery

Hayley Mills, "Back Home" at Disney.

Let's Go to the Movies

Chester Gould's remarkable gallery of cops 'n' robbers is about to come to life when Walt Disney Pictures premieres **"Dick Tracy"** this June. Produced, directed by and starring Warren Beatty, the film promises dazzling, one-of-a-kind special visual effects that capture the distinctive atmosphere of life in a comic strip underworld.

In the meantime, just out from Walt Disney Pictures is **"Martians"** starring Douglas Barr and Royal Dano. When a group of Martians intercepts a re-broadcast of Orsen Welles "War of the Worlds," they mistake it for a signal to attack. Unfortunately, their crash landing puts them in the midst of trick-or-treaters who just think the aliens have really great costumes.

Richard Gere stars in **"Pretty Woman,"** a Pygmalion-inspired love story from Touchstone Pictures, due out March 9. A wealthy New York businessman (Gere) becomes involved with a small-town girl (Julia Roberts) living by her wits in Hollywood. Her catapult into high society, and the ease with which she makes the adjustment, changes both their lives.

Wedding bells could lead to jail cells right after **"Betsy's Wedding,"** an April release from Touchstone starring Alan Alda, Ally Sheedy, and Molly Ringwald as "Betsy." As a well-meaning father with not a whole lot of cash, Alda agrees to a shady scheme in order to give his daughter the perfect wedding.

Coming from Hollywood Pictures in June is **"Pros and Cons."** Account executive Charles Grodin finds his life unraveling when his lost filofax ends up in the hands of a carefree prison inmate (James Belushi).

"Honey's" been shrunk to video, and it's a sweet deal.

First dramatic hour-long series debuts on the Channel.

The Disney Channel

The Disney Channel will present its first hour-long original weekly dramatic series, **"Avonlea,"** debuting in March. The series is based on the stories of Lucy Maud Montgomery and produced by Emmy Award-winning filmmaker Kevin Sullivan. A derivative of the miniseries "Anne of Green Gables" and "Anne of Avonlea," the series will introduce a colorful new family, while characters from the "Anne" miniseries will make guest appearances.

Hayley Mills stars in The Disney Channel Premiere Film **"Back Home"** debuting this spring. A family, reunited at the end of World War II, must reconcile the daughter's "Americanization," the mother's new found independence, and the father's determination to restore their former lifestyle.

Roger Rabbit will be a familiar face to Channel watchers this spring. In April the loony toon will appear live on **"Disney's Young People's Guide to Music: A Tune for a Toon,"** and in June the feature film, **"Who Framed Roger Rabbit,"** will be presented by The Disney Channel for the first time.

Richard Gere finds Julia Roberts more than just a pretty woman.

Home Video

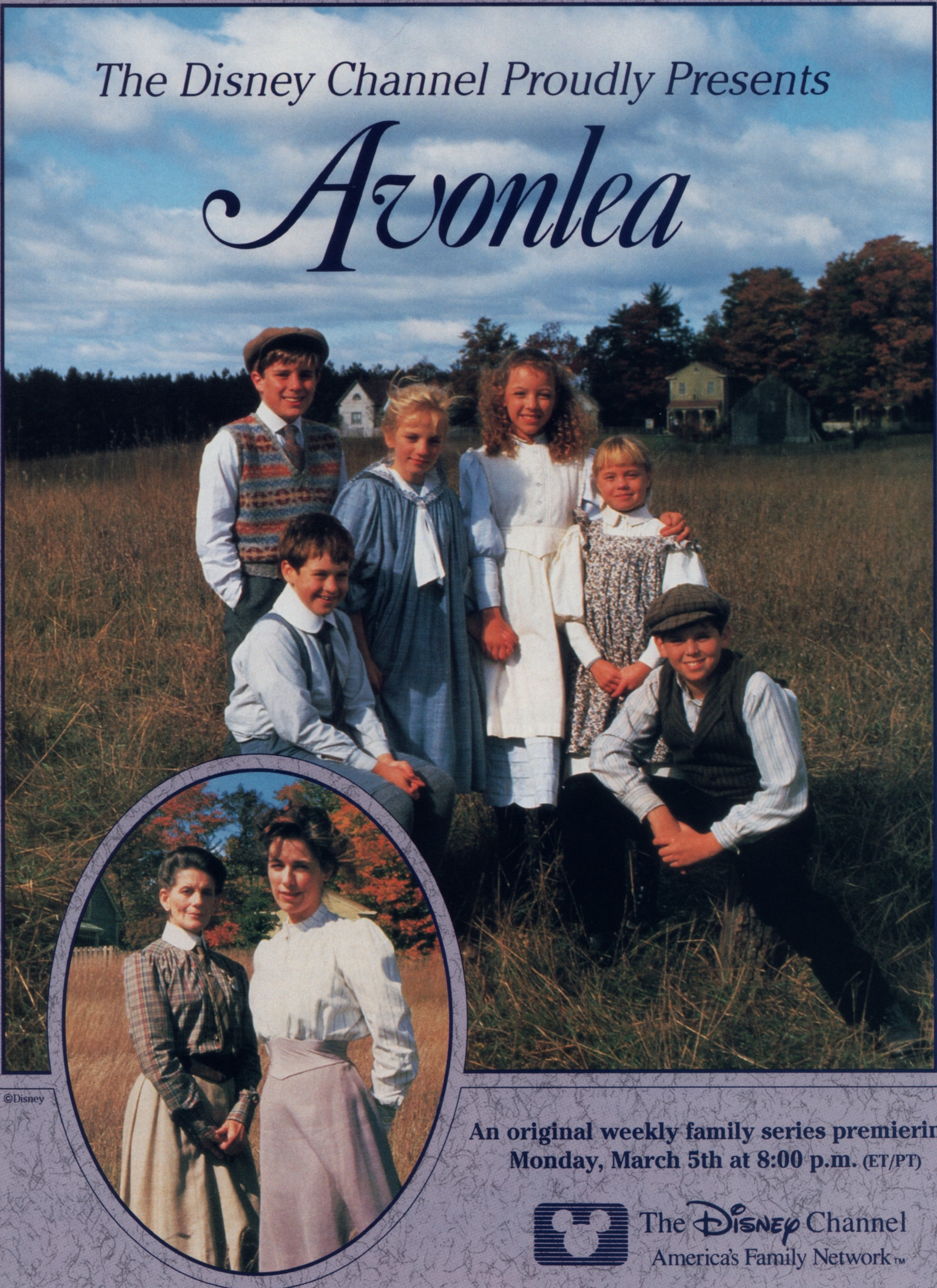
"New York Stories," the star-studded trilogy about life in the Big Apple is now available from Touchstone Home Video. Also recently released by Touchstone is the "detective and his dog" story of **"Turner and Hooch"** starring Tom Hanks.

The really big news around Walt Disney Home Video is the March 16 release of last summer's surprise hit, **"Honey, I Shrunk the Kids"** with its companion cartoon short, **"Tummy Trouble",** starring Roger Rabbit. One of the first sell-through titles of 1990, it is also the lowest priced at $22.99. In addition, a $3.00 rebate is available to consumers who purchase the video and Nabisco's small size "Bits" crackers, reducing the price of the cassette to just $19.99.

Warren Beatty heads a star-studded cast in "Dick Tracy."

The Disney Channel Proudly Presents

Avonlea



©Disney

An original weekly family series premiering Monday, March 5th at 8:00 p.m. (ET/PT)

The Disney Channel
America's Family Network™

Premier's Cruise & Disney Week. 7 Nights. $626.*

© The Walt Disney Company.

An Incredible Vacation Value, with 10% Magic Kingdom Club savings, too. It's Florida's best Bahamas cruise plus a full Walt Disney World vacation. It's an incredible vacation value at full price, and Magic Kingdom Club members save even more – a full 10%. That brings the price down to as little as $626* per person (depending upon the season) – for the full seven days!

Cruise 3 or 4 nights to the Bahamas. You'll sail from Port Canaveral, just minutes from the Vacation Kingdom. Aboard the spectacular Star/Ship Oceanic, Star/Ship Atlantic, or Star/Ship Majestic, the best ships to the Bahamas. With elegant lounges, swimming pools, movie theatres, true gourmet cuisine, the best entertainment going. And best of all, the Disney characters are on every sailing.

What's more, our award-winning children's program is the best afloat, with organized activities for kids of all ages and specially-trained Youth Counselors. And Premier's latest innovation, Kids' Quarters℠, lets you purchase a second stateroom for your children at a special low rate. And you have a choice of two Bahamas cruise itineraries. You can sail to charming Nassau and our fabulous Out Island, Salt Cay. Or sail to 4 magical Bahamas Out Islands in the undiscovered Abacos. It's called our Abacodabra℠ cruise and only Premier can take you there.

With all this, it's no wonder Premier was voted "Cruise Line of the Year" by the World Travel Award Committee.

Then your Walt Disney World vacation is on us. Take yours before or after your cruise. If you reserve 6 months in advance you'll stay 3 or 4 nights at one of Disney's Vacation Kingdom resorts.† Reserve within 6 months and you can stay at one of Orlando's finest hotels. You'll also enjoy free admission tickets to all the attractions at the Magic Kingdom Park, EPCOT Center and the new Disney-MGM Studios Theme Park and a rental car for 7 days with unlimited mileage. You'll also receive a tour of Spaceport USA℠ at nearby Kennedy Space Center.

Reserve your week now. Premier's Cruise and Walt Disney World Week is available every week. Just call **1-800-334-4017** or write the Magic Kingdom Club Travel Center, P.O. Box 10160, Lake Buena Vista, FL 32830. And ask about our round-trip Fly/Cruise airfares from over 100 cities.

**Rates are per person, double occupancy based on published 1990 Magic Kingdom Club rates for Super Value Season. Cannot be combined with any other promotion or program. Certain restrictions apply.*
†Vacation Kingdom resorts available for a nominal additional charge if you book inside of 6 months. Vacation Kingdom resorts subject to availability, certain restrictions apply.
Port charges not included. ©Premier Cruise Lines, Ltd. Ships' Registry: Bahamas and Liberia.

©The Walt Disney Company.

PREMIER CRUISE LINES
The Official Cruise Line of Walt Disney World®